Book of the Rat

A Most Scholarly Treatise on Skaven Being an Exploration into the Darkest Secrets of the Foul Servants of the Horned Rat

By Garett Lepper

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INTRODUCTION 1

CHAPTER ONE-THE SKAVEN 2
The Nature of Skaven 3
Physical Description of the Skaven 3
Psychological Description of the Skaven 3
A Brief History of Skaven 4

CHAPTER TWO-SKAVEN SOCIETY 7
Skaven Culture 8
Skaven Clans 8
Skaven Social Hierarchy in the Warlord Clans 8
Skaven Family 9
Skaven Lairs 10
Female Skaven 10
Skaven Economics 10
Skaven Politics 11
Skaven Language-Queekish 11
Skaven Law 11
Skaven Religion 12

CHAPTER THREE-SKAVEN AS PLAYER CHARACTERS 13
Rolling Up Skaven Characters 14
Skaven Age 14
Skaven Skills by Age 15
Mandatory Skaven Skills 15
Skaven Fur Color 15
Skaven Fur Color Chart 15
Fate Points for Skaven 16
Starting Trappings for Skaven 16

CHAPTER FOUR-SKAVEN CAREERS AND SKILLS 18
Introduction to Careers 19
Skaven Career Charts 19
Skaven Career Table: Standard Skaven Clan 19
Skaven Career Chart-Skaven Warrior Career Table 19
Skaven Career Chart-Skaven Non-Warrior Career Table 19
Skaven Social Status 20
Skaven Skills 20

CHAPTER FIVE-TRADITIONAL SKAVEN WARRIOR CAREERS 23
Clanrat Warrior 24
Clan Guard 25
Clan Chieftain 26
Clan Warlord 27

CHAPTER SIX-SPECIAL SKAVEN WARRIOR CAREERS 28
Blood Hunter 29
Mercenary 30
Mercenary Leader 31

Messenger 32
Night Creepers 33
Rat Herder 34
Renegade 35
Renegade Chieftain 36
Skaven Guide 37
Skaven Scout 38
Stormvermin 39
Warden 40

CHAPTER SEVEN-NON-WARRIOR SKAVEN CAREERS 41
Advisor 42
Forager 43
Scavenger 44
Skaven Artisan 45
Skaven Artisan's Apprentice 46
Skaven Hack 47
Skaven Jailer 48
Skaven Miner 49
Skaven Mine Overseer 50
Skaven Pedlar 51
Skaven Porter 52
Skaven Scribe 53
Skaven Seer 54
Skaven Slave Master 55
Skavenslaves 56
Skaven Sneak 57
Skaven Squealer 58
Skaven Torturer 59
Warpstone Crafter 60

CHAPTER EIGHT-CLAN ESHIN 61
History of Clan Eshin 62
Description of Clan Eshin 62
Clan Eshin Warrior Career Table 62
Clan Eshin Special Careers 62
Assassin Careers 63
Gutter Runner 66
Night Runner 67
Spy 68

CHAPTER NINE-CLAN MOULDER 69
History of Clan Moulder 70
Description 70
Clan Moulder Warrior Career Table 70
Beast Hunter 71
Breeder 72
Trainer 74

CHAPTER TEN-CLAN PESTILENS 75
History of Clan Pestilens 76
Description 76
Clan Pestilens Warrior Career Table 76

Clan Pestilens Special Careers **77**
Plague Censor Bearer **77**
Plague Monk **79**
Plague Priest **80**

CHAPTER ELEVEN-CLAN SKRYRE **81**
History of Clan Skryre **82**
Description of Clan Skryre **82**
Clan Skryre Warrior Career Table **82**
Clan Skryre Special Careers **83**
Artificer **83**
Doomwheel Driver **84**
Clan Skryre Engineer **85**
Poison Wind Globadier **86**
Warpfire Thrower **87**
Warplock Jezzail Sharpshooter **88**
Warplock Engineers Of Clan Skryre **89**
Warpseer **89**
Warpweaver **89**
Warpsquealer **90**
Warplord **90**

CHAPTER TWELVE-THE COUNCIL OF THIRTEEN **92**
Description of the Council of Thirteen **93**
Duties and Powers of the Council of Thirteen **93**
Current Membership of the Council Of Thirteen **94**
Skaven and Council Dealings with Humanity **94**
Council Minion Careers **95**
Agitator **95**
Black Agent **96**
Council Agent **97**
Council Assessor **98**
Council Honor Guard **99**
Council Inquisitor **100**
Council Mediator **102**
Council Spy **103**

CHAPTER THIRTEEN-CULT OF THE HORNED RAT **104**
The Horned Rat **105**

CHAPTER FOURTEEN-SKAVEN MAGIC **107**
Skaven Spellcasting **108**
The Inherent Magical Nature of Skaven **108**
Skaven Spells **108**
The Role of Warpstone in Spell Casting **108**
Warpstone Consumption (WC) **109**
Warpstone Tolerance (WT) **109**
Overconsumption **110**
Overconsumption Test Table 110
Warpstone Talismans **110**
Grey Seer Careers **111**
Grey Seer Initiates **112**
Grey Seer Level One **113**

Grey Seer Level Two **114**
Grey Seer Level Three **115**
Grey Seer Level Four **116**
SKAVEN SPELL DESCRIPTIONS **117**

CHAPTER FIFTEEN-WARPSTONE **135**
Warpstone and Its Nature **136**
Warpstone Corruption Table **137**
Warpstone Compounds and Measures **137**
Measures of Warpdust **137**
Warpstone and Warpdust Products and Creations **137**
Measures of Warpdust in Common Skaven Items 137
Warpdust Potion 138
Warpdust Concentrate 138
Warpstone Charms 138
Skalm 138
Skavenbrew 138
Warpstone Poison Capsule 139
Warpstone Tokens **139**
Relative Value of Items and Services to Warpstone Tokens 139

CHAPTER SIXTEEN-SKAVEN AND WARFARE **140**
Skaven at War **141**
Skaven Tactics Underground 141
Skaven Tactics Above Ground 141
Warhammer Fantasy Battle and the Skaven 142
Unarmed Skaven **142**
Skaven Weapons **142**
Standard Skaven Weapons 142
Standard Skaven Weapon Table 142
Warpstone Weapons **143**
Clan Skryre Weapons **143**
Doomwheel 143
Poison Wind Globes 144
Warpfire Thrower 145
Warplock Jezzail 145
Warplock Firearms Chart 146
Warplock Weapon Misfire Chart 146
Plague Censer of Clan Pestilens 146
Weeping Blades of Clan Eshin 147

CHAPTER SEVENTEEN-SKAVEN BESTIARY **148**
Clan Moulder Mutant Experiments **149**
Creatures of the Under-Empire **152**
Daemons of the Horned Rat **153**

CHAPTER EIGHTEEN-LESSER WARLORD CLANS OF THE UNDER-EMPIRE **156**
Clan Khesherisk **157**
Clan Mors **157**
Clan Rictus **157**
Clan Rictus Warrior Career Table 158
Clan Scruten **158**
Clan Scruten Warrior Career Table 158

Clan Skrisnik 159

CHAPTER NINETEEN-LOCATIONS IN THE SKAVEN UNDER-EMPIRE 160
The Black Chasm-Skaven Lair 161
City of Pillars (Karak Eight Peaks)-Skaven Stronghold 161
Crookback Mountain-Skaven Stronghold 161
Ekrund-Skaven Lair 161
Foul Peak-Skaven Lair 162
Fester Spike-Skaven Lair 162
Hell Pit-Skaven Stronghold 162
Karak Azgal-Skaven Lair 162
Karak Drazh-Skaven Lair 163
Karak Ungor-Skaven Lair 163
Karak Varn-Skaven Lair 163
Marienburg-Skaven Lair 163
Middenheim-Skaven Lair 163
Mount Lhasa-Skaven Stronghold 163
Mount Silverspear-Skaven Lair 164
Nuln-Skaven Lair 164
Putrid Sump-Skaven Lair 164
Skavenblight-Skaven Stronghold and Capital 164
Tobaro-Skaven Lair 166

CHAPTER TWENTY-SKAVEN CAMPAIGNS 167
Why a Skaven Campaign? 168
Clan Campaigns 169
Council Campaigns 169
Role-playing Skaven 169
Ideas for Skaven Campaigns and Plots for Adventures 169

CHAPTER TWENTY-ONE-OPTIONAL RULES 175
ADDITIONAL SKAVEN CLANS 176
Clan Gristle 176
Clan Skatchr 177
Clan Blackfur 179
Age Disability Table (Contributed by Noel Welsh) 181
BLACKHUNGER 182
GREATER INTELLIGENCE 182
INSANITY FOR SKAVEN 183
MUTATIONS 183
Mutation Type Table 183
Skaven Mutation Table 183
REWARDS OF THE HORNED RAT 184
RODM CULT DESCRIPTION 185
Cult of the Horned Rat 185
SKAVEN BACKGROUND FOR PLAYER CHARACTERS 187
Skaven Background Chart 188
Sibling Chart 188
SKAVEN CLAN SECRETS AND MYSTERIES 189
Secrets of Clan Eshin 189
Secrets of Clan Khesherisk 189
Secrets of Clan Moulder 189
Secrets of Clan Pestilens 189

Secrets of Clan Skrisnik 190
Secrets of Clan Skryre 190
Secrets of the Cult of the Horned Rat and the Council....190
VARIED BREEDING PROGRAMS....191

APPENDIX....192
RELATIVE VALUE OF ITEMS TABLE 192
Council of Thirteen Biographies 193
Clan Pestilens Diseases....200
Clan Skryre Inventions 203
Sources for the Book of the Rat....211
Contributors....211
Skaven Trader 212

Introduction

This Skaven project is based on notes and guidelines I had drawn up for a Skaven campaign I was planning on running for my PCs with them as Skaven. Seeking more treachery and politics in campaigns, and looking for something new and groundbreaking, I started designing these rules. They were and are intended for my campaign, but since there is little on the Skaven, I felt it could prove beneficial to others if I made this document public.

Many, if not most people, will ever intend on running a Skaven campaign. I have not even started it, so these rules have never been playtested. However the extensive background and descriptions of Skaven society should help flesh the Skaven out to GMs who may never run the campaign but may get some use out of this work. Many of the careers and other descriptions should also inspire adventure ideas. It also allows GM's to make up Skaven opponents with some depth and history rather than applying the basic +30/+30/+2/+2/ etc. formula to the basic Skaven characteristics, and this book allows opponents to have combat skills.

I hope as you read this that you will find the time to respond and tell me just what you think of this. Remember that this is intended to fit my campaign, and my GMing and my players' styles. But any constructive criticism is accepted. Any errors, inconsistencies, or mistakes I hope will be brought to my attention by the kind and attentive reader.

The main portion of the text I expect to leave unchanged in any future revisions. Any further additions to this text will be incorporated as Appendices so that people will not have to reprint this over and over and over again!

Chapter One-The Skaven

Beneath the bustling cities of the Old World, under the markets and the homes of the poor and wealthy alike, deeply rooted below civilization itself, is a world full of teeming chittering darkness...few people know of the cancer that had spread itself, attached like a parasite to men's cities...

The Skaven are the blessed servants of the Horned Rat. According to Skaven legends, they were shaped in the form of their creator, and are the Horned Rats most beloved minions. The Grey Seers, the Skaven closest to the Horned Rat wait and plot against their enemies, biding their time till the Horned Rat returns and delivers the world to the Skaven hordes. The Skaven resemble large bipedal rats, often marked in some subtle way by their god. They live under the Earth in tunnels and warrens, caverns and other hidden subterranean sights, where their growing Empire cannot be seen.

They are often incorrectly lumped together with Beastmen. While Beastmen are the ever changing and varied servants of the many foul Chaos gods, Skaven are different in that they seem less varied and more stable. It is believed by many that the Horned Rat permits this stability in his servants to allow them to fulfill some nefarious purpose.

The Nature of Skaven

Skaven are amongst the foulest servants of Chaos. From whence they came none truly know, although there are numerous legends that make contradictory claims. What scholars can claim to know, is that the Skaven rely heavily upon Warpstone, essentially the solidified manifestation of chaos that appears like a jet-black hard glassy rock, strange to the touch. Warpstone emanates the raw energy of Chaos, often poisoning, warping, and altering everything in the immediate area. Why the Skaven are unaffected to any great degree by the constant exposure, and why they are so reliant upon it, no human scholars can answer.

Physical Description of the Skaven

To others, the Skaven are an amalgamation of the worst in both man and rat. Verminous and covered in a filthy matted fur they stand between four and six feet. In parody of the other races, they walk about on their hind legs usually, using their "arms" for such things as bearing objects or weapons. Despite their solid build and strong skeletal structure, their bones are very flexible, allowing them to squeeze in to places unthought of. As strong and durable as the races that live above ground, they often match their opponents in physical feats.

Skaven are incredibly fast and quick. All Skaven are edgy and hyperactive, and their motions and movements are rapid and jerky, lacking grace. Their abnormally high metabolism results in bouts of intense manic activity, requiring that they only sleep for four hours a night. This high metabolism and hyperactivity explains the speed and vigor of the Skaven, however this constant stress on their bodies does take a toll, requiring the Skaven to voraciously eat after strenuous activity or they will weaken and die. Amongst Skaven this gluttonous appetite stimulated by over-activity can culminate in what is known amongst the Skaven as Black Hunger. After exerting a great amount of physical energy, Skaven will often become ravenous and enter into a frenzy, seeking to feed upon their enemies, or feasting on the wounded or dead. This same metabolism in conjunction with their poor diet partly explains why nearly all Skaven die young; and few live beyond a score or more years.

The color of their fur varies, often related to their relative position in the Clans. The strongest and most vicious of Skaven are the ones with darker fur, typically a very dark brown or solid black. The assassins of Clan Eshin are often of this color, as are the Stormvermin. At the other end of the spectrum are the albino, white, and light gray Skaven. These Skaven are often Skaven of great power or leadership. Most of the Grey Seers are albinos or light Grey, as are the Council Guards and other great leaders. Human scholars claim that the success of the lighter-furred Skaven is due to their visibility in the dark caverns, but the Skaven argue that the chosen ones exhibit the lighter color because they have been blessed and chosen by the Horned Rat as favorites.

The Skaven have acute senses. Although their vision above ground is poor, below ground they are imbued with good vision. Their sense of hearing is quite sharp, as is their sense of smell. Their sense of smell is important in identifying other Skaven, as all Skaven have a unique musk or scent. The Skaven not only exude a particular scent, but their emotional state may alter or augment their scent in subtle ways. When Skaven are frightened they will exude a certain musk, which reveals to other Skaven their particular emotional state. Subtler other scents are recognized also, such as self-assurance, hunger, anger, and sickness. Since a Skaven can interpret the emotions of their fellow Skaven by scent, those able to control their fear and the emission of pheromones have an edge over their less disciplined companions.

Psychological Description of the Skaven

Skaven are social creatures, with very little concept of self-identity. However, they each have very strong notions of self-preservation, often seeking escape from a situation that appears dangerous or risky, and often will abandon fellow Skaven with no feelings of anxiety or guilt for fleeing.

Skaven psychology is rooted around the notion twin notions of their social identity and their own psychological quirks. In a Clan, the Skaven will behave and follow the orders of their superiors out of fear of punishment or reprisals, but once outside the rigid social hierarchies, or when the social order breaks down within the clan, it becomes every rat for themselves. This will often hinder Skaven expeditions once they leave their familiar Clan territory, as each Skaven will seek to dominate the others for control of the group. Often, one Skaven will attain a position of strength, but the group will have been weakened and morale destroyed by the group infighting, and the expedition is no longer capable of continuing its mission or acting in an effective manner.

Despite their brittle courage, Skaven are extremely cunning. Their thought process are not rational, but rather intuitive and conniving. The most intelligent Skaven are the most ambitious and deceitful, and they will constantly seek to manipulate and control their companions and their inferiors to serve their own ends.

A Brief History of Skaven

How the Skaven came to plague the world, none can tell for certain. Stories such as the *Curse of Thirteen* claim that Skaven were brought into being by the misdeeds of man. Some scholars take a less fantastic approach, claiming that the Skaven are simply mutated rats that have been shaped and formed by the power of Chaos, and a few scholars claim that Skaven were once men. The more poetic claim that the Skaven were nurtured by the darkness of the human soul, whatever that may mean.

Regardless of their origins, the Skaven emerged more than fifteen hundred years before Sigmar united the Empire, in the area of the Blighted Marshes in Tilea. They first claimed the city of Skavenblight, which many legends and wives' tales claim was once a human city that is responsible for the birth of the Skaven race. Whether this is true or not, the city now known as Skavenblight is the center of the Skaven Under-Empire.

The Skaven thrived for years, and as their power grew, so did their ambition. At this time a number of Skaven sorcerers developed a cunning plan to tear the very earth open, sending the cities of man and dwarf tumbling into rifts and turning the whole of Old World into their domain. The surface would be scarred by deep fissures in which the Skaven would build their cities. This ambitious plan however failed, with catastrophic results. The sorcerous device that was created malfunctioned, and although Skavenblight was spared, the device was destroyed as it set off a number of seismic waves through the ground. Dwarven cities and goblin strongholds crumbled as the peaks above them came crashing down, sealing millions in their homes than now became their tombs. Human cities were leveled, tidal waves swept along the coastline, and many ancient and great monuments collapsed. However the device did not wreak the destruction that was anticipated despite the wide spread misery it caused to everyone.

Yet despite this calamity, Skavenblight still stood, and the Temple of the Horned Rat continued to tower above the ruined landscape. From this temple strode twelve cloaked and hooded figures speaking with the authority of the Horned Rat. These messengers were known as the Grey Lords, and they began the exodus that would send the Skaven to nearly all the corners of the earth. These Grey Lords were the chosen disciples of the Horned Rat, and they sought out a plan that would spread the Skaven across the face of the world, so that no one disaster could wipe out the Skaven or ruin the Horned Rats machinations. The Skaven surviving the disaster were divided into twelve groups, each led by a Grey Lord. One group and their Greylord remained behind, while the other eleven set off leading their bands, finding dark homes and spreading the Skaven about so that no single disaster would ever put an end to the Horned Rat's plans for dominance.

The Skaven spread out, and many of the destroyed or partly demolished Dwarven cities fell to the Skaven, and many others besieged or harried for centuries. Thousands of slaves were acquired from the dazed and feuding Dwarves and goblinoids. Groups of Skaven spread out in other directions, not to be heard from again for centuries. At this time, the Grey Lords and the newly established Council of Thirteen forbade nearly all sorcery to be practiced by the Skaven. Only the Grey Seers, the priests serving the Horned Rat, and Clan Skryre who remained behind at Skavenblight researching what had gone wrong with the device, would be permitted to use magic.

The Skaven's need for Warpstone brought them into direct competition with an ancient necromancer of untold power, a creature known as Nagash. Nagash, undoubtedly the mightiest of Necromancers had incredible power at his hands and a massive undead army at his command. To continue his eldritch rituals, Nagash needed massive quantities of Warpstone to continue his research, and his fortress at Cripple Peak lay atop a massive Warpstone meteor, and the Skaven and Undead quickly went to war over it. The battle would rage for years until the Skaven successfully assassinated Nagash and claimed Cripple Peak for their own. Nagash's power over death was however so great that he would return to Cripple Peak at a later date, and getting revenge upon Skavendom, crushing Clan Rikek that had settled there and were mining the warpstone below Cripple Peak. Nagash's revenge was bitter, however, for by this time the Skaven had mined most of the Warpstone, and Nagash's power was greatly diminished.

A mere century after the Empire was united under Sigmar Heldenhammer, Skavendom was rent asunder by the return of one of the departed Clans. Clan Pestilens led by their Grey Lord, had traveled deserts and seas to find a home in the continent of Lustria to the far south. Beneath the thick jungles there the Skaven had discovered abandoned cities of a once great and advanced culture, and became masters of disease. The Skaven battled for hundreds of years with the reptilian and amphibious races of nearby cities, before beginning their exodus back towards Skavenblight.

It would be this Clan, Clan Pestilens, that would bring internecine warfare to Skavendom. Led by a priesthood known as the Priesthood of Pestilence, Clan Pestilens swarmed into the Southlands, battling Clans controlled by one of the few remaining Grey Lords, Grey Lord Azarskittar. Clan Pestilens mighty and fanatic armies were preceded by horrifying diseases and their march seemed unstoppable. Clan Pestilens would eventually

meet bitter resistance by the Grey Lord Azarskittar clinging to his last few strongholds, compelling Clan Pestilens to shift their momentum of their assault towards Skavenblight.

The Council was startled by the attacks, and fought for years to force back Clan Pestilens. Despite their efforts, nearly all of the Southlands fell under the sway of Clan Pestilens. Many other Clans, impressed by the onslaught of Clan Pestilens, switched sides and joined in against the Council. This state of affairs would continue intermittently for nearly five hundred years. The balance of power would change with the return of another distant Clan, Clan Eshin.

Clan Eshin had been led far to the East, beyond the Dwarven cities broken asunder, beyond the Dark Lands, to the area known in the Old World as Cathay by their Grey Seer, who died upon the journey. There they hid under the mountains, unbeknownst to the humans living around them. They carefully watched the humans there, and learned the silent and deadly arts that the humans there practiced. When Clan Eshin again made contact with the Council, through pacts that remain a secret even today, Clan Eshin pledged to serve the Council of Thirteen and the Cult of the Horned Rat. For the next century, those clans allied with Clan Pestilens were subjected to an unrelenting assault of assassinations, sabotage, and kidnappings by the black-garbed agents of Clan Eshin. Clan Pestilens' position of power was rapidly eroding under the combined assault of Clan Eshin, the Council, Clan Skryre, and the wounded and bitter Grey Lord Azarskittar.

Clan Pestilens, realizing the danger of their position, made secret overtures to the Council of Thirteen. The Council, after centuries of fighting and flushed by their renewed success, were reluctant to deal with Clan Pestilens, but the Grey Seers demanded that the Council meet with Clan Pestilens envoys. The leader of Clan Pestilens, Arch Plaguelord Nurglitch himself took the harrowing and dangerous mission to Skavenblight, surviving a number of assassination attempts. Arriving at the temple, Nurglitch informed the Council that Clan Pestilens would now be happy to comply and serve the Council, and also informed the Council that if they rejected Nurglitch's generosity and turned down the offer, that the Pestilens envoys were carrying on them the most deadly and virulent of diseases upon them, and would release them if any ill fortune were to befall them or their offer. The Council accepted the Clan back into the Skavendom, and Nurglitch, after defeating another Council Member in a duel, ascended to the Council of Thirteen.

With the rift in Skaven society now closed, the Skaven turned their attention to their opponents above ground. In 1111, Imperial Calendar, Clan Pestilens released the Black Plague upon the unsuspecting human cities. The effects of the disease were horrible, and entire cities were wiped out. While the disease ran its course, the Skaven boiled out from their hidden warrens and set waste to the settlements. The next few years were grim for the Empire and nearby states. As the disease ravaged the land, Skaven would capture survivors and enslave them, and the humans could offer little resistance. And as the Skaven attained greater success on the battlefield, Clan Pestilens gained incredible power on the Council, earning the enmity of their rivals. This success of the Skaven would soon come to an end however.

The Skaven assault on the city of Middenheim in 1118 was thrown back, and the disease seemed to be diminishing in power. Another problem was the very success of the plague. Bodies were strewn about, and the practitioners of dark arts had little to fear from the authorities. In the eastern parts of the Empires, the Skaven would arrive at a plague town to discover that the dead there had been animated and under the control of a Necromancer. The Skaven fighting in the East were soon falling victims to those they had already killed, as the untiring and fearless Undead and their masters fought over the collapsing Empire. By 1124 the Empire had made an astounding comeback and the Skaven were driven under ground and their enemies, the Necromancers and the Vampires of Sylvania were being pursued by Witch Hunters and Priests of Morr.

The Skaven suffered a number of resounding defeats in the next two decades, and within the Council of Thirteen Clan Pestilens suffered a loss of prestige. A century later Clan Pestilens sought to regain its prestige by releasing the Red Pox upon Bretonnia. The Red Pox failed to produce the effects that the Black Plague had, and seeing an opportunity to end Pestilens hegemony over the Council, rivals demanded their removal from the Council. Upon the day of the vote to determine the fate of Clan Pestilens in the Council, Clan Pestilens attempted a coup against the Council, and the Grey Seers and the albino Council Guards at the Temple of the Horned battled bitterly to force back the Plague Monks of Clan Pestilens. War broke out throughout all Skavendom as Skaven society fractured and old resentments flared anew in the civil war. Skavenblight and the temple were seized by Clan Skryre, but their claims of legitimacy were ignored by both Clan Moulder and Clan Pestilens, while Clan Eshin hired itself out to the highest bidder. The Grey Seers spent considerable time and effort to end the civil war, but the treachery and the fighting was so fierce that few paid them any heed.

The civil war within Skavendom required an event of incredible import to occur before it would end. That even happened during the grisly annual feast to the Horned Rat on Vermintide in IC 2302. The Grey Seers, after a

tremendous effort, placed an ultimatum on the warring factions, demanding that they gather together in Skavenblight for this holy day, since this was the will of the Horned Rat. On this day, for the first time in history, every clan was represented here in the temple, and as they waited the Grey Seers began a ritual, asking the Horned Rat to begin judgement. Their ritual had undreamed of consequences, the Seerlord presiding over the ritual was torn asunder as the Horned Rat appeared himself before the assembled cowering leaders.

The Horned Rat placed a giant monolithic obelisk of warpstone in the chamber, a pillar of commandments, and their bickering must cease since they must turn their energies upon fulfilling the Horned Rat's plans. Only those blessed by him could touch the pillar and live, thus joining the Council of Thirteen. The Horned Rat then returned from whence he had come. Some Skaven renounced their claims to the Council, others died touching the pillar, but twelve survived to join the Council and once more serve the Horned Rat's foul and bloody plans. With their numbers finally replenished by the draining centuries long civil war, and a new and united leadership chosen by the Council of Thirteen, the Skaven are once again ready to war on the races above ground, ready to inherit a world that the Horned Rat has promised to them.

Chapter Two-Skaven Society

Within this chapter are revealed the secrets and the intricate nature of Skaven society...

"Aye Marcos, I hear you speak of the 'misery' you must endure. Yet you sit here in this warm tavern, with ale in your belly, and you speak your fiery words of how the Count burdens us with fees and fines, you speak of injustice and of how you can bear it no longer.

But let me tell you about misery... Many years ago I was seized from my village during a raid by Skaven. Aye you all may have wondered all these years what drove an old man like me to spend every moment awake drinking. You can't even begin to understand the depth of misery and pain I experienced during those tortured years of captivity. We worked and died for those vile things. We spent all our waking moments in cramped dark mines, swinging pick axes with our aching limbs, as our companions dropped dead from fatigue and exhaustion around us. At night they'd throw us into the slave pits, where we would huddle shaking, lying there with aching bellies swollen from disease and starvation, lying in the vomit and waste from the sick and dying. The air was thick in those pits with the reek of death and decay. Our flesh rotted away on our bodies, and we were scarred by pox and boils and pustules and infected wounds from lying in our own filth. The Skaven would sweep into the squalor of the slave pits to seize one of us, who was dragged away shrieking like a madman, carried off to one of their foul rituals or feasts. We wouldn't help, praying and thanking our gods for sparing us this time, grateful they seized the poor wretch and not us. Those appalling creatures tortured and tormented us, snapping our bones like rotted wood, and lashing and whipping and flaying us until our flesh was naught but tattered ribbons.

When another Skaven Clan attacked our captors during one of their numerous feuds, I slipped my bonds and escaped, fleeing from the mines and the slave pits and certain death. I have no idea how long I wandered about that accursed dark underworld. I gradually crawled up from the darkness, feeling my way to the surface. When I finally reached the surface, and looked about after the shock from the light left my eyes, I can't begin to explain the sense of wonder I felt as I looked at the sky, the clouds, the sun, the rolling hills.

Aye, Marcos, the Count demands from you money, material things. The Skaven took from me my hand, an eye, my manhood, and crippled me for life. They broke both my body and my mind. They stole years from my life in exchange for a lifetime of misery.

So, I'll hear no more from you about your 'misery'. You couldn't begin to understand how much misery one person could endure...how much misery that I've endured. You have no idea what kind of terrors haunt me in my sleep. I'm still not free of them, they continue to torment me. As I said, I'll hear no more of 'misery' from you Marcos. You couldn't begin to imagine what misery truly is..."

Skaven Culture

The center of Skaven culture and civilization is the miasmic city of Skavenblight. From the decrepit city extends the network of tunnels and warrens throughout the Old World known as the Underground Empire. This area is under the control of the Cult of the Horned Rat, and its constituent members, the Council of Thirteen and the Grey Seers. While the great majority of Skavendom at least nominally obey these authorities, some groups have become isolated or have rebelled, and defy the traditional authorities.

The nature of Skaven society and the Skaven themselves makes any strong central control over the Underground Empire impossible. With the Skaven population dispersed about in fairly isolated communities, and their ambitious, scheming and self-serving behavior, the Council of Thirteen only imposes control in times of dire need. Within the individual Clans, all Skaven Clans are organized along a hierarchy, where the strongest and most cunning will control and dominate the lives of the others. In the competition for this power and authority, the Clans are eternally embroiled in political and military crises, with various factions and individuals dueling, fighting, plotting, murdering, scheming, abducting, torturing, allying, betraying, and dying in a complex and unending web of conspiracy. This never-changing existence insures that the weak and slow will eke out short miserable lives at the bottom while the strong and cunning will fight a bloody path to the top.

Skaven Clans

The fundamental unit in Skaven society is the Clan. The Clan will determine the Skaven's place in life and their role in Skaven society. For nearly all Skaven, their life will revolve around the fortunes of their Clan. If their Clan prospers, they prosper. If their Clan faces severe poverty or other misfortunes such as slavery, the fate is the same for all members of the Clan. A Skaven's personal existence is utterly indistinguishable from the fortunes of their Clan. Skaven don't share the same spirit of individualism as humans, elves, or dwarves. The closest they ever come to being any sort of individualism, is when the Skaven feels it must act in its own self-interest out of fear or ambition.

Skaven are notorious for being cowardly and self-serving, and rarely face danger alone. This instinctive need to shelter in amongst a crowd, to be anonymous, is far stronger than any notions of singular self-identity. As such, and coupled with the social hierarchy, the Clan is the single most dominant feature in Skaven society. Skaven can expect to live and die in the same Clan, and that Clan is all they will ever know. It is that kind of security that nearly all Skaven seek out. It is this need for security that keeps the Skaven from striving for any true concept of individuality.

Most Skaven live in one of the numberless minor Clans. These Clans are led by a Clan Chieftain and compose of a large group of Skaven sharing the same warrens, burrows and nest within a particular locale, which interact or depend on each other and share common lifestyles, and are under the leadership of the Clan Chieftain and his loyal followers. Powerful and clever Clan Chieftains may increase their own influence by defeating or cowing nearby Clans into submission. These stronger Clans composed of the victorious Clans and their subservient Clans are known as Warlord Clans, with the victorious Clan leader claiming the title of Clan Warlord. The smaller member Clans within these Warlord Clans are led by individual Clan Chieftains, whom owe their position and authority to the Clan Warlord. The Clan Warlord is often distrustful of the Clan Chieftains under their command, and those deemed too ambitious or competent are eliminated in bloody purges.

Amongst Skaven society, there are four major dominant Clans, who, despite their size, wield a disproportional amount of power. These Clans, Clan Eshin from the East, Clan Moulder from the North, Clan Pestilens from Lustria and the Southlands, and Clan Skryre from the Old World are the most significant Clans. Each of these four major Clans is described in greater detail later in the respective chapters.

Skaven Social Hierarchy in the Warlord Clans

Skaven adhere to a consistent social hierarchy exhibited in nearly all the clans. The social relationships within the Clan are the basis upon which individual Skaven relate to each other. The rules maintained and promoted by the hierarchy are followed by nearly all Skaven, and frames the everyday interactions, roles, and tasks expected by the Skaven. These roles for all Skaven are fixed, and upward mobility is only possibly through guile, treachery, and exploiting the rules of the existing hierarchy.

At the top of any unified group of Clans is the *Clan Warlord*, who may adopt other titles such as *Sewer Tyrant*. The Clan Warlord is the head of the Clan and inevitably the strongest, cruelest, and most cunning to have united a number of Clans. Having proven himself in battle as a fierce fighter, and then manipulating his way through the ranks of social hierarchy, the prospective Clan Warlord usually ended his predecessor's reign in a most

deadly, cruel, and abrupt fashion. A few Clan Warlords have taken the subtler route and intimidated and cowed the other Clan Chieftains into elevating him into the status as Warlord.

The Clan Warlord is one of the most powerful Skaven in Skavendom. The Clan Warlord decides who has access to the breeding warrens. Here is where all female Skaven are kept for breeding purposes. The Clan Warlord may also give permission for his most able of followers to enter. Anyone found in the breeding chambers without the Warlord's permission is killed in a most vile manner.

The Clan Warlord also has complete control over all Clan decisions. He may discuss the topic with advisors, but ultimately all the decisions responsibilities are the Warlord. This however, doesn't mean that the Warlord must take accountability of his decisions. If one of his ideas proves disastrous, he can always place the blame on his advisors who had "sabotaged" his ingenious plan by their own scheming and political maneuvering! Ah! The intricacies and beauty of Skaven politics...

Below the Clan Warlord, are usually several *Clan Chieftains*, Skaven who control individual Clan warrens and burrows. These are large extended family, consisting of a few hundred members at the very least. The Clan Chieftain is responsible for the daily operations within their part of the Clan. In the absence of a Clan Warlord, they have absolute control of the Clan, and are usually plotting against the other Chieftains for greater influence within the Clan. The Clan Chieftain is also responsible for the military strength and leadership of his Clan, as well as the everyday running of Clan affairs.

Many Clans don't have a Warlord, lacking Skaven individuals with the guile or strength to maintain such a position. If the Clan Chieftain is independent and not subservient to a Clan Warlord, , than he possesses the same absolute powers that a Clan Warlord has, but with less influence. His word is law, and controls access to the breeding warrens.

Below the Clan Chieftains are the *Clan Guard*, and any other unusual groups of warriors that the Clan may possess. The Clan Guard forms the bodyguard of the Clan Chieftains and Warlords, as well as the elite of the Skaven military forces. In many Clans, the Clan Guard is only filled by the infamous Stormvermin. The Clan Guard are typically given access to the breeding warrens, a favored position that none under them in the hierarchy normally have.

The vast majority of Skaven are *Clanrats*. These are the Skaven who fulfill the daily tasks and chores that are necessary. At times of war, they are drawn up into semi-trained levies, and thrown at the enemy. Some Skaven, who prove themselves in battle and conspire to greater ambition, may gain upward mobility by becoming Clan Guards. Less ambitious Skaven normally fulfill specialized roles in Skaven society and other much needed services.

The lowest classes are the *Slaves*, *Scavengers*, and *Sneaks*. The slaves are the pitiful sorts who are prisoners of war, criminals, victims of political infighting, or the offspring of such unfortunates. Their lives are completely worthless and meaningless, and the most they can look forward to is a brief agonizing life followed by a short and brutal death. The scavengers are Skaven who crawl about the muck heaps looking for scraps to eat, parasites of a parasitic culture. They are roughly equivalent to beggars in human society. These scavenger and other scroungers are the disadvantaged Skaven who barely scrape a living, depending on quick wits, begging, cowering, and thievery. The *Sneaks*, are even more thieving and plotting, melding in with the pitiful masses of wretched Skaven. They maintain their livelihood by stealing from other Clanrats and pilfering from communal goods. Not well liked, they must conceal themselves and their activities by assuming the cloak of an undesirable, pretending to be too frightened to steal from their social betters.

The only group with a more pitiful existence than these destitute Skaven are the wretched humans, elves, dwarves and other slaves, captured by the Skaven in raids or battles. For these wretched souls, their remaining lives are ones of torment and torture, followed by a sickening death in some foul blood-drenched ritual to the Horned Rat.

Skaven Family

The Skaven family is almost non-existent in comparison to the families formed by other races. The Clan Warlords, Chieftains, and Clan guards are essentially breeding studs that spend their leisure time in the breeding warrens. Whose get is whose is a fairly confusing matter! The progeny of these loveless acts are cared for by the old matriarchs who are no longer of reproductive age. Skaven offspring are not very well cared for by the elderly and infertile female Skaven, who are quite bitter about their status, and who are forced into servitude in vast nursery warrens.

By the time the time the few Skaven who survive the rigors of childhood are set out on their own, the concept of family is entirely alien. The one concept for them to latch on to is their identity and social status based on their position in the Clan, and indeed their entire world are their Clan warrens.

Skaven Lairs

The tunnel complexes that the Skaven live, breed, and die in, are usually a massive twisting labyrinth of tunnels and caverns, natural and Skaven-made, that have been linked together centuries ago. The massive concentration of warrens, burrows, tunnels, and communal caverns is the center of the community, and may exist in various levels. To go up levels, Skaven will build gradual ascending and descending tunnels, or steep tunnels or wells with crumbling stone steps, rickety wooden ladders, or in the more sophisticated communities, lifts pulled by Skavenslaves or other undesirables. This entire area is overcrowded, and reeks of filthy matted Skaven, of offal and excrement, of waste, and of dying Skaven. The air is close and foul, and the caverns themselves are fairly dark, illuminated occasionally at intervals by torches or other means of illumination. In the few outlying tunnels live the Skaven outcasts and other parasitic types. Beyond that, are guarded tunnels to other communities.

Female Skaven

Female Skaven make up less than a quarter of the Skaven population. Many Skaven females die under the squalid conditions they are kept under. Skaven female newborns are often either killed and eaten by their mothers, or neglected of care and die. The lot of all female Skaven is a terrible one. Most are sequestered in filthy breeding warrens, where they merely sit and wait for the conjugal visits of the Clan Chieftain and his Clan Guard. Skaven females are seen as useless in Skaven society beyond their reproductive purposes, and few if any female Skaven escape this fate.

The female Skaven can look forward to bearing between three to five litters of squealing newborns, with each litter consisting of up to a score. Of their progeny, around a quarter may survive into adulthood.

Skaven Economics

Skaven economics is pure and simple, the strong take what they want. Whenever a Clan comes into wealth, the highest leader of a Clan, whether a Clan Warlord or Clan Chieftain, get first choice of the loot. Then their Clan Guard and then Clanrats get to choose. Anything left over is passed down the line. Food is distributed only a little more fairly, and countless numbers of times hungry Clans have revolted against the reigning tyrant and sated themselves on the fat corpses of the Clan Chieftains and his Clan Guard.

In allegiance to the Clan Chieftain, the lesser Skaven are given baubles and gifts to ensure their loyalty, the Clan Guard receive the best food and weapons, and possibly entrance to the breeding warrens. The enticements given to keep the Clanrats quiescent are weapons, armor, and prestige over the rest of the masses. For the artisans and others, it is security from random and unpredictable acts of cruelty from the Chieftain and his guard.

On the Clan level, great quantities of weapons and slaves change hands. This whole system of exchange simply cannot rely upon barter. Instead, every Clan seeking to be recognized by the Council of Thirteen surrenders ten percent of their Warpstone Reserves to the care and protection of the Council of Thirteen. This act of giving Warpstone to the Council is known as a *Warpstone Tithe*. A Clan does not have to tithe, but then the Council will refuse to hear any motions from the Clan, essentially ignoring the Clan, yet still expect the Clan to obey Council Decrees. These Warpstone Tithes are put in the Warpstone Reserves maintained by the Council of Thirteen. Each Clan tithing Warpstone receives in exchange large enchanted tokens called *Warpstone Tokens* due to their representative value of that amount of Warpstone that they placed in the reserves. A Clan may always tithe more than ten percent, and receive even more Warpstone Tokens. Any Clan that holds the Warpstone Token literally holds the deed to that amount of Warpstone in the Council Vaults. The Warpstone Tokens are created and enchanted by Grey Seers, and therefore cannot be counterfeited. These Tokens are used in exchanges for large number of slaves, for grain imports or exports, or for the hiring of mercenaries. The Warpstone Tokens are so valuable that only under these or in treaty or diplomatic exchanges are they used. They are a currency only used on a large macro-economic scale.

Skaven Politics

Skaven politics is Machiavellian at best. The nature of Skaven society means that everything goes. Conspiracy, plotting, back-stabbing, assassinations, intrigue, spying, scheming, violence, and treachery are all acceptable as long as one is cunning and strong enough to pull it off. This behavior in this rat-eat-rat world of dark ambition is central to Skaven society, and highly respected and valued. In this environment, the strong will reign over the weak, strengthening Skaven society. The reality though is that all this discord severs ties, and lives and power are lost in self-centered grabs for power and in the resulting squabbling and conflict. Skaven society is one vicious circle of violence, influence, and treachery, which none are able to escape. To let one's guard down for even a moment will result in a well placed dagger in the back.

In Skaven society, the strongest element is the Cult of the Horned Rat and the Council of Thirteen. Yet even here the ambitions of the Grey Seers in the Cult usually result in epic Byzantine betrayals and treacheries for control, favor, and advancement in the Cult.

For Warlords, their position is a very precarious one. Having overcome the rivalries of their opponents by putting them to the sword, the Warlord is now in a position where his followers are so many that the Warlord must rely on other Skaven to help maintain power. Many of these Skaven advisors and assistants harbor wishes to attain similar power and influence that the Warlord wields. The Warlord will often find himself betrayed by his own advisors, or immersed in fighting as various factions within the warren battle other opposing factions. All this conspiring is a constant threat to the security of the Clan and its leadership. Attaining the position of Clan Warlord does not assure a Skaven of a comfortable or secure existence. Many Warlords die by unknown assassins when a garrote slips around his neck as he enters his Breeding Warrens…

The Clan Chieftains are burdened by the same problems as the Warlord. While not as powerful or feared by the Clan Warlords, their position is still one that is greatly coveted. Many Clan Chieftains find themselves betrayed by their advisors or Clan Guard in a bid for power. The lives of Clan Chieftains are typically paranoid and short.

The one group with the fewest fears of intrigue from below is the Council of Thirteen. The favored of the Horned Ones, they have little fear and considerable contempt for their followers. However, the plotting amongst the Council is so subtle and devious that plots will slowly unfold over the years as the Council members try to undermine the influence and schemes of rival Councilmembers through secretive and indirect means.

In short, politics is a Darwinian feeding frenzy within Skaven society, causing numerous and ever-changing divisions, factions, and political rifts. The end result is a highly unstable society steeped in fear and paranoia.

Skaven Language-Queekish

The language of Skavendom is a twittering language, incomprehensible to non-Skaven. The Skaven call their language Queekish, and it fits their speech and vocal patterns well. To non-Skaven it sounds like chattering and twittering. The written form is known by few, and to non-Skaven look like scratchings or etchings.

Skaven Law

Skaven law, like Skaven society, is somewhat decentralized despite the wishes of Skaven leaders. There is no universal or ever-present authority monitoring the behavior of Clans or their leaders. The closest that exists is the Council of Thirteen (see Chapter 12: Council of Thirteen for details) and the Cult of the Horned Rat. Although both are powerful, they are often too preoccupied with their own concerns to worry about small Warlord Clans. Within each Clan, the Chieftain has almost absolute power. He may determine arbitrarily what laws should exists, and they are often ordered by decree or on whim. Such laws are never codified, and often discarded with the death of the Old Chieftain. Many times, the laws that are created are often initiated by influential or scheming advisors of the Clan Chieftain.

In matters of religious nature, however, the Cult of the Horned Rat has absolute control. Anyone deemed a heretic or impure may be executed by Cult authorities. No intervention by local authorities will have any legal justification, and only violent force will stop any Cult actions.

The most dominant body and head of the Cult is the Council of Thirteen. Disobedience of a Council laws or decree warrants an instant and irrevocable sentence of death. Interruption or disruption of Council actions or proceedings results in the same sentence of death. The Council maintains only a few major decrees. The ones punishable by death follow. Many of the Horned Rats decrees are listed on the Pillar of Commandments.

- Only Grey Seers and the Warplock Engineers of Clan Skryre may practice magic.
- No defamation of the Horned Rat, the Cult, or of the Council.

- No plotting or conspiracies against the Cult, the Council, or any of its agents.
- No contact with humans, Elves, or Dwarves without prior consent and supervision by Council Agents. (This excludes captured slave labor).
- No disruption of Council rituals or rites.
- No distraction of Council agents in the performance of their duties.
- No disobedience of direct Council orders or decrees.
- All available aid must be made to any Council Agents requesting it.
- Any violation of the above tenants is enforceable immediately by any Council Agents. Failure to aid in the execution of offenders is in defiance of laws in aiding Council Agents, disobedience of Direct Council orders or decrees, and the distraction of Council Agents in their duties, and will result in the offender being executed, up to three time if necessary!

Skaven Religion

Nearly all Skaven worship the Horned Rat. Within the Underground Empire, this worship is universal. Isolated Clans may turn to worshipping other Chaos gods, normally either Nurgle or Tzeentch. Worship of Khorne or Slaanesh is almost unheard of. It is quite common to find small bands and Clans following Chaos armies or serving in Chaos warbands, under Chaos Champions.

A few Skaven Clans, and a very small and secretive faction seeking power in Clan Eshin worship Khaine.

Any deviation from worship of the Horned Rat is considered Heresy by the Council of Thirteen, and Clans worshipping other deities, when discovered or contacted, are usually purged of any heretical elements, and re-indoctrinated in the Cult of the Horned Rat.

Chapter Three-Skaven as Player Characters

This Chapter contains basic rules for generating Skaven Player Characters. Even if the GM chooses not to allow Skaven as player characters, the GM may find the following information useful for creating Skaven antagonists for a campaign or scenario. In the Option Rules chapter, there are a number of rules that could be added to character creation.

"Those meddlesome manlings!" Skerritrar spat out! Those damned adventurers were about to upset his plans! Even now the annoying band of freeswords were preparing to burst into the cultist's hideaway and arrest the leader of the coven, a coven that Skerritrar had created to while implementing the Council's plots. Skrerritrar thought of the madness of the human cities, where a Dwarven Trollslayer and a noble were allowed to carry weapons about, hacking up people, and upsetting his plans.

Skerritrar's small band of Skaven moved quickly through the sewer, arriving at the sewer opening that led into the hideout where the coven were practicing their rites. The Grey Seer gave orders for his companions to ready themselves for this important task. Skriskris, his Stormvermin bodyguard, launched himself up into the cellar room above, followed by Burr, the Clan Skryre mercenary, and Skerritrar's Black Agent Rurr'razz. Skerritrar himself then climbed up into the room above. The human devotees in the cellar were startled by the unannounced appearance of the armed Skaven. The bodyguard Skriskris ran to secure the door, as Skerritrar ordered his human pawns to destroy their documents and to hurry down to the sewers. He just finished giving his orders when fierce battering began at the door. Skerritrar knew it was that noble and his wandering companions…Skriskris had something planned for them however…

As the cultists rushed down into the sewer, the door splintered into pieces, and a frenzied dwarf could be seen hacking at the remains of the door and foaming at the mouth as he tried to force his way into the room. Skriskris stood patiently and quietly beside the door, hidden in the shadows, his halberd raised. Burr, the Clan Skryre hireling rushed forward, tossing a poison wind globe through the smashed door. The globe broke outside and screams were heard, but the frenzied dwarf, undaunted, smashed through the door and burst into the room. Skriskris emerged from hiding and brought down his halberd on the maddened dwarf's head with all of Skriskris' strength, and the trollslayer's head burst into a shower of blood and fragments of bone, and the dwarf collapsed. Skriskris and Burr ran to the sewer entrance. The cultists were already being led through the winding sewers by Rurr'razz.

Skerritrar was the last to reach the entrance. Looking at the doorway he noticed that the halfling burglar and the wizard had been overcome by the fumes, but that damned noble, Lord Bertrand, had covered his mouth with his cloak and was bursting into the room with his sword pointed at the Grey Seer. Skerritrar laughed and chanted the incantation. A burst of black and green lightning burst from Skerritrar's pointing claws and struck the extended sword, coursing up the arm, blistering and bubbling the noble's flesh. Blood poured out from Bertrand's eyes, nose and ears, and his finery and hair caught fire. Bertrand dropped to the ground dead.

Skerritrar laughed! Manling adventurers! What kind of a threat were they to a Grey Seer, the chosen of the Horned Rat? How much a threat – no more than a mere diversion! After all, how could a rag-tag band of misfits upset the schemes of a god!

Rolling Up Skaven Characters

All Skaven start off with certain physical and mental attributes in common. This is determined for all Skaven by the following chart. There is an alternative system for creating characters described in the Optional Rules Chapter for generating Grey Seers and Stormvermin that can be used at the GM's discretion.

M	d3+3
WS	2d10+20
BS	2d10+10
S	d3+1
T	d3+1
W	d3+4
I	2d10+30
A	1
Dex	2d10+10
Ld	2d10+10
Int	2d10+10
Cl	2d10+5
WP	2d10+20
Fel	2d10

Speak: Queekish
Night Vision: All Skaven have night vision to the range of 30 yards.
Alignment: Chaotic (possibly evil)
Height: Males: 3'8" + 4d6"
Psychology Rules: None, but see optional rules.

Skaven Age

The Skaven mature quickly, and live short but active lives. This has a profound effect on their whole perception of their existence. Their shortened lifespans make the institution of the Clan so much more significant and lasting in contrast to their brief and frantic lives. As such, Skaven lives are of little importance to the needs of the Clan.

To determine a young Skaven character, roll 2d6. To determine an older character, roll 4d6. The age then determines the number of extra skills learned due to experience, or lost to old age. For further rules about age, see the Optional Rules for Noel Welsh's excellent Skaven Age Disability Table.

Skaven Skills by Age

Age	Number of Skills
4-8	0
9-14	+1
16-18	0
19+	-1

Mandatory Skaven Skills

Skaven have two free skills that are in addition to whatever skills are rolled (use a d3 to determine the number of skills, rather than the usual d4!). All Skaven start with Acute Senses (described in Chapter Four under Skaven Skills) and Contortionist. Upon rolling the d3 they have a mandatory skill, which is either Scale Sheer Surface or Orientation, with an equal chance of either. Any other remaining skills should be rolled on the Skaven Starting Skills Chart. Since Skaven society is divided by social stratification and not based along role specialization, there is only one chart used.

Skaven Starting Skills Chart

01-05	Ambidextrous
06-10	Blather
11-15	Bribery
16-25	Dodge Blow
26-30	Fleet Footed
31-35	Flee!
36-40	Lightning Reflexes
41-45	Luck
46-48	Night Vision
49-52	Read/Write
53-60	Silent Move Rural
61-68	Silent Move Urban
69-74	Sixth Sense
75-80	Speak Old Worlder
81-85	Street Fighting
86-95	Very Resilient
96-100	Very Strong

Skaven Fur Color

The color of a Skaven's fur is of primary importance. Certain colors are more favored than others are. Black fur is a sign of strength, where White of Light Grey fur is a sign of intelligence and leadership ability. Skaven are thus conditioned to accept light colored Skaven as authority figures, and they expect Black Skaven to be large and fierce. To determine the Skaven's Fur Color, they may roll on the following Chart. For those using the optional rule *Varied Breeding Programs* (see Chapter Twenty-One: Optional Rules) they will want to roll on this chart first before rolling up the Skaven's Characteristics. Those Skaven rolling Black, may be allowed by the GM to forego rolling on the Skaven Career Charts and enter Stormvermin Career, with the GM's permission. Likewise those rolling Grey, Light Grey, Cream, White or Albino, may possibly be allowed by the GM to choose Clan Skryre Engineer or Grey Seer Initiate, if permitted by the GM.

Skaven Fur Color Chart

Die Roll	Fur Color
01-08	Jet Black
09-20	Dark Brown
21-40	Medium Brown
41-50	Light Brown/Sandy
51-60	Piebald
61-75	Dark Grey
76-85	Grey

86-95	Light Grey/Cream
96-100	White/Albino

Fate Points for Skaven

Fate points for Skaven PCs are up to the GM. If the GM allows Fate Points, d4 –2 is suggested; if the GM deems it fitting, those Skaven whom are Light Grey, Cream, or White or Albino have d2 Fate Points available.

Starting Trappings for Skaven

Skaven have few possessions. There is a background table in Chapter Twenty-One: Optional Rules that has a small chance of offering new PCs more wealth, for those GMs wishing to give their players a little assistance; normally the Skaven will only start off with some rags for clothing and those items listed under their starting Basic Career.

Skaven Names

Oops! Forgot to name your Skaven? Uncertain of what a Skaven name is even like? Below is ???'s Skaven name list, for when your creativity fails you! Roll once for a prefix, and second (or more) for the suffix.

SKAVEN NAMES

Prefix: roll D100		Suffix: roll D100	
01-03	Azh	01-03	ak
04-05	Azar	04-05	az
06-08	Arr	06-08	assik
09-10	Baz	09-10	at
11-12	Bur	11-12	ck
13-15	Critt	13-15	cin
16-17	Dur	16-17	drak
18-19	Frik	18-19	dwell
20-21	Gaz	20-21	flem
22-23	Gnaw	22-24	hakk
24	Gesht	25-26	hisk
25-26	Gris	27-29	is
27-29	Hask	30-31	iskikk
30-31	Iki	32-33	k
32-33	Khak	34-36	kin
34-35	Krat	37-38	kis
36	Kirki	39-40	kual
37-38	Krits	41-43	lik
39-40	Malk	44-45	litch
41-43	Mass	46-47	matz
44-45	Mors	48-49	nagar
46-47	Nurg	50-51	naard
48-49	Pask	52-53	ner
50-51	Praz	54-55	neth
52-53	Rass	56-57	nik
54-55	Ratt	58-60	quee
56-57	Rhi	61-63	quol
58-60	Rusi	64-65	r
61-63	Skirs	66-67	rik
64-66	Skee	68-69	rin
67-68	Skleet	70-71	rit
69-70	Skre	72-73	risk
71-72	Skrit	74-75	sch
73-74	Snee	76-77	skabak
75-77	Than	78-79	skik

78-79	Thro
80-81	Thra
82-84	Tzar
85-86	Var
87-88	Vas
89-90	Vels
91-92	Vrink
93-94	Vermi
95-96	Vitt
97-98	Viskt
99-100	Voss

80-81	skittar
82-84	sisk
85-86	stisk
87-88	t
89-90	tabak
91-92	tar
93-94	th
95-96	zarr
97-98	zel
99-00	Roll D6:
	1-3 No suffix
	4-6 Two suffixes (Roll twice!)

Chapter Four-Skaven Careers and Skills

The nature of Skaven and their society is far different from those of other races, and this chapter describes in detail the changes and modifications that are suggested to reflect the difference in the Skaven. Like everything else in *The Book of the Rat*, it is totally open to changes deemed necessary by the Game Master.

Skraelink gloated eagerly over the cluttered drafting desk, his beady eyes greedily examining the finished work in front of him. The desk was layered with great pieces of parchment, many of them hanging over the edges of the desk and resting on the stone floor. Skraelink could barely contain his excitement as he poured over the now completed blueprints. The parchments were covered in arcane pictures and symbols, pictographs and signs that only those trained as Clan Skryre engineers could decipher. Skraelink overlooked certain symbols, ignored other diagrams, reading erratically. To protect the plans for his future invention from thieves and spies, he had carefully placed a number of misleading instructions and plans, and secretly coded other important instructions to ensure that only he, Skraelink, could realize the true significance and genius of the project before him.

Only years of long and intensive training had allowed his designs to come to fruition. The skills his mentors had grudgingly taught him were pushed to their potential by Skraelink's fertile imagination and fiendish cunning. He glanced at the twin warp generators that drove the machine, the huge spinning blade mounted on the front, and felt immense satisfaction. All of this had required years of study and instruction, all which had culminated in a monstrous masterpiece of mechanical mayhem.

He carefully placed the parchments into three groups, and turned down the lamp over the desk. He looked about the darkened room, its walls covered with dozens of plans for all manner of nefarious and devious devices of destruction. He walked over and placed one stack of papers in a vault, hiding them within a secret compartment at the bottom of it. He then placed another stack in the vault. Both of those stacks were false blueprints, designed to distract the would be thief. The last stack, the blueprints with the real instructions, were slipped under a flagstone in the ground, the same flagstone that the thief, would be standing on while opening the vault.

Certainly the next few months would be demanding. He was certain that there were still saboteurs in the pay of his colleagues amongst his work crews that were already starting on his prototype. Yet Skraelink was certain that despite the few inevitable setbacks and espionage, that his foolish colleagues' spies would expose themselves before long, since Skraelink had long planned his response and had a number of spies amongst his own work force. He thought back to the recent sabotage that had befallen another of his colleague's work, months ago. Skraelink had worked hard to insure that Ritskik's generators exploded at the most inopportune moment, and Skraelink's clever and fatal plan had ended the promising career of his greatest adversary in the Clan.

Skraelink smiled as he locked the door, and his mind began designing the next and even greater weapon that would inspire fear in friend and foe alike.

Introduction to Careers

Skaven, like all other Player Character races, are allowed to pursue Careers. However the chaotic nature of the Skaven makes any attempt to put order on it nearly hopeless. For all the Career Entries and Exits listed, the GM may alter or exclude any. A turn in political events or social fortune may allow the Skaven PC a career not listed under the Career Exit, like Skaven Advisor or Skaven Renegade. Like everything else in this work, the Career Entries and Exits are merely suggestions, and the GM should have complete control over what is available to the Skaven PCs. Players, through good role playing, should be able to influence the GM's decision. It should work as a compromise between both players and GMs.

Skaven Career Charts

It is the opinion of the author that random rolls in this sort of Campaign are a poor idea. For a GM willing to put the effort into running and developing a Skaven campaign, to allow a few random rolls to alter the direction of the campaign could result in some absurdities. The GM should draw up a list of careers from the relevant Clan that represents the campaign that he had in mind. Having a party of Skaven Slaves in a campaign based on Council Intrigue could pose a number of difficulties for the GM...

However the charts are there for those who wish to use them. If any results are unbalancing or inappropriate, the GM should feel free to use or alter the results. They are fairly balanced, and if used should not prove too troublesome.

The first chart on the next page is used to determine which table should be rolled on. The Skaven Career Table: Standard Skaven Clans will indicate whether the player rolls on Skaven Warrior Career Table or the Skaven Non-Warrior Table. If the Skaven Warrior Table is indicated, roll on that table. However, if the Skaven is a member of one of the four major Clans, Clan Eshin, Moulder, Pestilens, or Skryre, than these tables should be ignored, and the player should use the tables in the relevant Clan Chapter. Note, some of the minor Clans also have their own special Warrior Tables. All Clans use the same table for non-Warrior Skaven, the Skaven Non-Warrior Table.

Skaven Career Table: Standard Skaven Clan

Die Roll	Career
01-65	Roll on Skaven Warrior Career Table
66-85	Roll on Skaven Non-Warrior Table
86+	If Skaven has Intelligence and Will Power of greater than 17 the Skaven may become a Grey Seer. If not, the Character may choose a career from either table below

Skaven Career Chart-Skaven Warrior Career Table

Roll	Skaven Career
01-60	**Clanrat Warrior**
61-65	**Blood Hunter**
66-70	**Mercenary**
71-75	**Messenger**
76-80	**Rat Herder**
81-85	**Renegade**
86-90	**Skaven Guide**
91-100	**Stormvermin**

Skaven Career Chart-Skaven Non-Warrior Career Table

Die Roll	Skaven Career
01-10	**Forager**
11-20	**Scavenger**
21-30	**Skaven Artisan's Apprentice**
31-34	**Skaven Hack**
35-38	**Skaven Jailer**

39-48	**Skaven Miner**
49-58	**Skaven Pedlar**
59-68	**Skaven Porter**
69-72	**Skaven Scribe**
73-76	**Skaven Seer**
77-86	**Skavenslave**
87-96	**Skaven Sneak**
97-100	**Skaven Squealer**

Skaven Social Status

All Skaven have a Social Status Ranking. These indicate the Skaven ranking in Skaven society. These are not necessarily fixed, and with the voluntary entrance into a new career, they will gain the higher of the Social Status. Spies, and agents may imitate a Social Status above their own. Careers forced into lower Social Status, like Skavenslave or Scrounge, must adopt the new Social Status of the new career. A Skaven will never choose to enter a career of a lower social status unless forced to by circumstance or the career chance is required for later advancement (for example, slavery, or a Grey Seer pursuing a requisite Council Career).

The rankings are thus:

Social Status: Zero. No value in society. Typically Skavenslaves and other slaves. They have no rights and they're lives may be terminated at any time by their respective masters, or by decree of Clan Chieftains, Clan Warlords, or Council or Cult agents.

Social Status: One. Of minimal value to Skaven society. Often beaten or tormented by their superiors, killing of a Skaven in this category is considered contemptuous since Skaven of higher rank shouldn't lower themselves to dealing with these common riffraff.

Social Status: Two. This encompasses the majority of Skaven society. Usually not bothered or tormented by their social betters, they live a reasonably comfortable but meaningless and powerless existence. No access to the Breeding Warrens.

Social Status: Three. The Clan Guards and advisors of the Clan Chieftain are usually at this level of status. Favored status in the Clan. Any harm or pain inflicted by those other than the Clan Chieftain on Skaven in this category is likely to face immediate and fatal repercussions by the Clan Chieftain. Plotting in this rank are usually secretive and manipulative, and political activities carried out by Skaven in this ranking against other Skaven in this ranking in benevolently ignored usually by the Clan Chieftain. Skaven in this category, may have access with the Clan Chieftain's approval to the Breeding Warrens.

Social Status: Four. This is a prized location in Skaven society, given only to the undisputed leader of a Clan. A Skaven in this ranking may expect a certain degree of obedience from their followers and those of lower rankings, as long as they maintain a degree of respect and fear. All their orders and decrees may become law, and they may preside over any disputes, and may order the death of any follower for violation of laws or for disobedience.

Social Status: Five. Rare, a Skaven of this authority is a powerful Warlord, Clan leader, or high Council Agent. The very presence of these individuals will strike fear into all those about. They have arbitrary say over life and death of those around them. At whim, they may execute those under them, and may override or challenge the authority and orders of those under them.

Despite the extremely low Leadership values, the Social Status and their conformity to the social hierarchy, allows Skaven leaders a great degree of control and authority over their followers. Social Status has an important role in Leadership and social skills. See the skill descriptions under "Skaven Skills" below.

Skaven Skills

Since Skaven society and the environment it functions in are radically different than other societies of other races, it is necessary that there should be some changes or alterations.

Acute Senses-Living beneath the surface has weakened Skaven vision, but the other senses of the Skaven have become enhanced. All Skaven have Acute Senses. The following modifications are to all Observe tests that a Skaven must make.

Vision-Weakened, and they have difficulty acting in bright light or in daylight. Any visual Observe tests are at -10.

Olfactory-Greatly enhanced. Skaven can smell the distinct scent of Skaven, and even if in total darkness, may still identify a Skaven by smell, and tell of any extreme emotional duress the Skaven is under (anger, fear, etc...). All Skaven using their noses for tracking or searching for hidden creatures gain +10 to their observe tests. They also gain +10 to Observe tests for detecting Poison in the air.

Auditory-All Skaven hearing ranges are doubled. Note: the chance of hearing may be reduced as determined by the GM due to acoustics in caves and tunnels.

Gustatory-Skaven when eating, may test at +10 on Observe Tests for Poison in their food.

Advanced Warpstone Experiments-This skill allows the Skaven to plan and implement experiments safely and effectively as possible using the notoriously unpredictable Warpstone. This is necessary for developing new Warpstone altered creatures, or Warpstone enhanced potions, items, or other compounds.

Arcane Language Skaven-The Skaven Arcane Language, impossible to speak by other races, and nearly indecipherable by other races. To decipher this language, one must know an Arcane Language, and have either Linguistics or Cryptography.

Blather/Cower-Skaven may beg and cower and blather that they're lives are utterly meaningless, and hope for reprieve. A Skaven may not Cower to a Skaven of lesser Social Status. If cowering and blubbering and crying to one of the same Social Status, they use their straight Leadership. If weeping to one of a Social Status one higher, the bonus is +10. For ranks two or higher, the bonus is +20. If the Skaven is accused of injuring its social better or committing a crime or other actions, the test is made at -20. In some cases, crying and begging for your pathetic life just doesn't work and the GM may add further modifiers at their discretion.

Breeding-This skill covers very rudimentary biology, and the use of crossbreeding in the creation of Clan Moulder monstrosities.

Conceal Subterranean-Characters with this skill will be able to hide with little chance of discovery while underground. They have learned where and how to hide in shadow, behind rocks, and blend in with their environment. Hide tests should be made at +20 if motionless, and +5 if the Skaven is moving slowly.

Craftsmanship: Weapons-This skill is a skill combining Artisan and Engineering skills. This is used for the creation of Warpstone Weaponry both large and small, and the safe construction of such weaponry, and the avoidance to exposure to Warpstone and Warpstone corruption.

Cult Lore: Horned Rat-(This skill is described in Ken Rolston's unpublished Realm of Sorcery and Realm of Divine Magic Documents, refer to these). This skill Theology, described in the WFRP rulebook covers a more comparative approach to religion, the Cult Lore skill reflects the specialized knowledge one gains from participating within the Cult.

Cult Lore for the Cult of the Horned Rat is highly specialized. It incorporates a number of components, including the myths and the history surrounding the cult, the cults basic precepts as well as more advanced metaphysical theory, and the rituals of the Cult. Any Skaven with Cult Lore skill will recognize Cult symbols and be familiar with the use of ritual to honor the Horned Rat. There is a sub cult within Clan Pestilens, known as the Priesthood of Pestilence, and they have a very different set of beliefs that are jealously guarded.

Influence-This skill, if used on a social equal, one of the same Social Status, receives +10. This skill is usable on Social Status of one greater or lesser, but has no bonus. Cannot be used on those two or more social ranks above or below. If the Influencing Skaven is a known plotter against the recipient Skaven or their faction, the Skaven gets a WP test at +20 to resist the suggestions.

Intimidate-Skaven may not Intimidate Skaven of a higher Social Status. It is not their place. Threatening, Influence, Bribery, or begging will work, but not Intimidation. Skaven may Intimidate Skaven of the same Social Status, but they receive no bonus, and must use their normal Leadership. Skaven receive bonuses when threatening Skaven of a lesser rank. If one rank above, the Skaven receives +10 to Leadership, if two or more the bonus is +20.

Manufacture Warpscrolls-The ability to manufacture Warpscrolls, which require the use of ink mixed with Warpstone. Rules for Warpscrolls will be included with the Skaven Spells, after the Hogshead Realms of Sorcery edition comes out.

Manufacture Warpstone Concentrate-Warpstone Concentrate is an extremely dangerous and volatile liquid, used to make the fuel for Warpfire Throwers, and in a more diluted form, as Warpdust Concentrate, consumed by Skaven spellcasters for magical purposes.

Manufacture Warpdust Potion-This skill allows the Skaven spellcaster to carefully manufacture Skavenbrew and the Warpdust Potions.

Operate Warplightning Generator-Clan Skryre uses many Warpstone Generators to power their district in Skavenblight, as well as to power Doomwheels. This skill allows for the safe maintenance and operation of a Warplightning Generator. The terms Warplightning Generator and Warpstone Generator used interchangeably.

Refine Warpstone-Although this can also be done magically, this skill uses chemistry and refining equipment to refine Warpstone so that it is usable for many purposes. The equipment for this skill weighs around 200 encumbrance points, requires an hour to set up, and every hundred encumbrance points of Warpstone require a twenty-four hour period to refine.

Ride Doomwheel-The Doomwheel is a monstrous weapon of war utilized by Clan Skryre. The operators of these weapons are the elite and well trained Warp Generator Engineers, who have considerable knowledge of operating the Warpstone Generators that are so integral to the weapons destructive potential. Unlike a cart, the Doomwheel uses a very different means of locomotion, one that acquires a great degree of familiarity to use effectively.

Sabotage-Clan Eshin has trained some of its best agents in the art of sabotage. Those trained can effectively destroy mines, buildings, fortifications, as well as severely damaging machinery, weapons, and siege engines. This skill in no way reflects a knowledge of engineering or the ability to construct things, but merely the recognition of what are the vulnerable elements in any structure or item and the best way to clandestinely render it ineffective.

Secret Language Warplock-This is the secret language of Clan Skryre Warplock Engineers. Mainly used to describe cause and effect in magical and technological terms, and is a technical and scientific language.

Secret Signs Warplock-This skill is the use of the numerous and bizarre hieroglyphs and runes used by Clan Skryre in its numerous projects and drafts and blueprints, used to determine all manner of technical details.

Siegecraft-The use of Tactics skill in a long term siege. The use of mining, countermining, application of engineering in siege warfare, the use of "pigs" and explosives in sapping, and the poisoning of wells, groundwater, and enclosed areas.

Silent Move Subterranean-Characters with this skill will be able to move through subterranean environments silently. Listen Tests to detect movement are made at -10%.

Specialist Weapon-Warpfire Thrower-The skill is essential to the use of the Warpfire Thrower, and also the pumping and priming of the weapon. Anyone not with this skill attempting to use it, has a ten percent chance to prime and pump the weapon, and then a ten percent chance to use it. If they fail the ten- percent, they must test against their Intelligence. If this fails, roll of the Warpfire Thrower Misfire Table. If they roll a double on their initial Ballistic Skill Test, ignore the Int test and go straight to the Misfire Table.

Specialist Weapon-Warplock Jezzail-This skill covers the safe use of the Warplock Jezzail and its ammunition. Anyone with SW Firearms may use the weapon at minus ten to their Ballistic Skill test, but each round it is fired or loaded, the user gains two percent to their Warpstone Corruption.

Specialist Weapon-Warplock Pistol-The rules for this weapon are identical to the Warplock Jezzail.

Strongskaven-Same skill as Strongman, but it could not be called that because they are Skaven...

Tactics- Knowledge and application of military doctrine and techniques used to effectively command troops in combat. This skill reflects the ability of the commander to organize and coordinate the forces under their command to attain military objectives, minimize losses, and inflict grievous damage upon opposing forces. When this skill is used to devise a course of action or interpret intelligence, a test is made against Int. The GM, depending upon the success, can inform the PCs the most likely course of action their opponents may make, and a possible list of countermeasures. This skill can also be used in the context of commanding troops in the field of battle. When the player recognizes the potential for an important maneuver to preempt enemy attacks or exploit a breakthrough, the player can make a Leadership Test to inspire their troops or give the appropriate orders to subordinates along the appropriate chain of command. This skill gives a +10 to the Int and Ld tests related to the use of this skill.

Chapter Five-Traditional Skaven Warrior Careers

Nearly every Skaven Clan has a similar structure, as described under Skaven Social Hierarchy. The following is the hierarchy from bottom: Clanrat Warrior, to top: Clanrat Warlord. The careers depict the natural progression up the ladder of the Skaven stratification. These careers are considered Warrior Careers. Due to their pervasive role in Skaven society, existing in every Clan, they are listed and described separately. Other less prevalent Warrior Careers are listed in the Skaven Special Warrior Careers section.

Rhirik, leading his Clan Guard, charged down the tunnel towards the rival Skaven. Rhirik's Clan Guard crashed into the Clanrats sending some tumbling and fleeing as they swung and stabbed viciously at their hated rivals. Rhirik swung his sword madly, hacking through his enemies as he felt the Blackhunger coming on, seeking the taste of blood. As Rhirik dodged a blow from the enemy Clanrat Warrior in front of him, he felt a blade slide into him from behind. Seething with rage at the act of treachery, he drove his blade into the Clanrat warrior and then spun about to confront this new opponent. As he turned about, he saw one of his Clan Guard with the bloody blade. "Treachery!" Rhirik thought. Despite the grievous wound that would have killed a lesser Skaven, Rhirik swung his blade, disemboweling the surprised traitor. He roared and turned about to finish off the rest of his foes.

His Clan Guard burst into the Clan Rerrin Main Warren, scattering the last resisting troops. Victory was his! His hopes to become a Warlord had finally been attained. As his Clan Guard set about looting the Rerrin Warrens and enslaving the defeated Skaven, Rhirik turned his thoughts to the would be assassin and his co-conspirators. It seemed that others coveted his power...he must watch more closely....

CLANRAT WARRIOR

Most of the teeming masses of the Skaven underworld owe their allegiance to their Clan and its leaders, who demand much from their followers. Among the obligations that Skaven must fulfill is compulsory duty in defense of the Clan. The great majority of Skaven are given rudimentary military training and drilling and then organized into groups, forming levies or small patrols. These poorly trained and poorly equipped Skaven are known as Clanrat Warriors. Clanrat warriors are the rank-and-file of Skaven armies, have brittle morale, and suffer high casualties and desertions in battle. Although their lot on the battlefield is a poor one, back at the Clan warrens their position in the Clan military has some benefits. The conditions that they live under are far superior to those of slaves and frequent food, shelter, and the respect of the community prevents the Clanrat Warriors from voicing any dissatisfaction.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	-	-	-	-	-	-

Skills

Dodge Blow
Scale Sheer Surface
Strike Mighty Blow

Trappings

Hand weapon or Spear
Leather armor
Long knife
Shield

Social Level: 2

Career Exits

Clan Guard
Forager
Mercenary
Skaven Guide
Skaven Hack
Skaven Jailer
Skavenslave
Skaven Squealer
Renegade
Rat Herder

CLAN GUARD

The Clan Guards have a prominent position in Skaven society, a position envied by those below them. The Clan Guard forms the elite-fighting core of the Skaven armies. They are the members of the Chieftain's bodyguard, and are a standing veteran body of troops that the Clan Chieftain can sometimes rely upon to fulfill duties and tasks that Clanrat Warriors are too inept to complete. Whereas the Clanrat Warriors serve part time, and often have the worst jobs, the Clan Guard receives the best positions and the spoils of war.

Clan Guards that excel in their duties will get the special privilege of having limited access to the Breeding Warrens, as only the strongest and best of the Skaven are allowed in. A wise Chieftain will keep a close eye on his bodyguard however, for any Skaven ambitious enough to attain a position in the Clan Guard, could be ambitious enough to usurp the Clan Chieftain. As such, it is quite common for the best and greatest of the Clan Guard to meet an early demise in an "accident" or an assassination upon the orders by the Chieftain and carried out by rivals in the Clan Guard. Those rival Clan Guards who have followed orders and proven themselves capable of treachery may in turn be assassinated by rival's at the Chieftain's behest in a senseless and unending cycle of violence that decimates best and brightest in the Clan.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+3	+10	-	-	+10	-	+10	-	-

Skills

Disarm
Dodge Blow
Specialist Weapon: Polearms
Strike Mighty Blow
Strike to Injure
Strike to Stun

Trappings

Chain Shirt
Dagger
Hand Weapon
Halberd

Social Level: 3

Career Exits

Blood Hunter
Clan Chieftain
Mercenary
Night Creeper
Skaven Mine Overseer
Skaven Slave Master
Skaven Torturer
Warden

CLAN CHIEFTAIN

The Clan Chieftain holds a significant, powerful, and precarious role in Skaven society. Skaven who attain this position are rare in Skaven society, having proved that they are dominating, strong willed, clever, and at times, stalwart. Their position is an envied one, since the Skaven crave the power, authority, and wealth that the position provides. Many Skaven below them covet the position and its benefits, and a Clan Chieftain, he must also prove to be shrewd, wily, cunning, and back-stabbing to maintain his position.

The Clan Chieftain's advisors, Clan Guard, and servants all have motivations to plot for the Chieftain's demise. This conspiratorial atmosphere is further aggravated by the secret plotting that occurs in the Clan Breeding Warrens as female Skaven plot with possible future Chieftains for favors. Many Skaven fall from power quickly after attaining this position, with their new successors following just as quickly. It is said that the most dangerous Skaven is the old Clan Chieftain, who despite the odds and obstacles has seized power and held it. Such venerable Chieftains attain a legendary status, and their mythic aura and years of experience frighten others, so few seek to usurp them. Those that die a natural death of old age are incredibly rare, and their bones are enshrined in the nearest Temple of the Horned Rat, where they are worshipped as favored servants of the Horned Rat. Such ancestor worship plays a large part in Skaven society. However, since so few of these Clan Chieftains will ever live for more than a few years after attaining their position, their chances of attaining such a status is unlikely.

M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
-	+20	-	+1	-	+4	+20	+1	+10	+20	+10	+20	+10	+10

Skills

Intimidate
Intrigue
Heraldry-Skaven Clan symbols
Specialist Weapon Two Handed

Trappings

Control of a Clan and Clan Warrens (including at least forty Clanrats)
Retinue of at least ten Clan Guard

Social Status: 4

Career Exits

Advisor
Clan Warlord
Council Honor Guard

CLAN WARLORD

Occasionally, there will be a Skaven of phenomenal renown and power, who not only manages to control his Clan and its numerous intrigues, but to wield his Clan into a powerful army and sweep down upon his bickering enemies. After conquering a few nearby Clans, frightened neighbors will shower the Clan Warlord with praise and tribute. These Warlords attain epic prestige from their successes and are treated as living blessed Servants of the Horned Rat.

All too often though, the intrigues of aspiring Clan Chieftains, Clan Guard, advisors, and others seeking fame and influence over the Warlord or seeking to usurp their lord results in bewildering intrigues. Soon, bodies turn up, assassinations, ambushes, abductions, bribery, blackmail, murder, plotting, and other activities overwhelm the Warlord's court, and if he is still alive after all the conspiracies, the Warlord watches as his hard won empire tears itself apart in a frenzy of civil war and bloodshed. A few Warlords can attain a strong and enduring position through fear and manipulation, but like a long-lived Clan Chieftain these few are rare and extremely fortunate.

M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
-	+30	+10	+1	+1	+6	+30	+2	+10	+30	+20	+30	+20	+20

Skills

Bribery
Dynastic Knowledge: Skaven Clans
Intimidate
Strongskaven
Tactics

Trappings

Advisor, at least one
Bodyguard of at least 20 Clan Guard
Control of a Clan and its Warrens
Control or Fealty of at least one other Clan
Regiment of at least 200 Clanrat Warriors

Social Level: 5

Career Exits

Advisor
Council Honor Guard

Chapter Six-Special Skaven Warrior Careers

The following are careers that could be present in many Clans, but not necessarily all Clans. As such, they are listed here. Special Skaven careers belonging to one of the four major Clans are described under the relevant Clan career section.

Rhirik looked about him, taking into account who was around him. He couldn't trust Kirsihs anymore. That troublesome Guard and his companions! He suspected them of plotting against him. No... no... not suspected, but knew...

Maybe Garaesh should take care of Kirsihs. The trusted Blood Hunter could cut his throat at night, and then throw the body in some deep chasm somewhere...

No, that wouldn't work, his Skaven would suspect...he must find an alternative...

Rhirik turned his attention to the announcement that an envoy from Clan Azskehr had arrived. The envoy entered his Clan Chambers. The Clan Guard around him gathered closely to protect him...Rhirik felt a twinge of fear when he saw some of Kirsihs' Skaven standing near him, their hands on the hilts of their swords. How to purge his Guard of Kirsihs and his fellow plotters? Rhirik was distracted from his musings as the Skaven envoy spoke.

"Rhirik, I am but but a humble envoy from Clan Azskehr. We ask you to return the favor that you owe us...Clan Gishren seeks to attack attack us."

"Yes, yes, I I must return the favor...please...I will give you my best best Skaven...Kirsihs shall lead them...summon him...quickly quickly..." He sensed uneasy movement and low twittering from some of Kirsihs' Skaven, surprised at the unexpected turn of events. A Clan Guard next to him rushed off to find Kirsihs. Rhirik turned to the envoy..."Let us talk privately in my chambers..."

"Yessss…" Rhirik thought, "thisss could be the answer to my problems..."

BLOOD HUNTER

Blood Hunters are tireless and merciless killers working on the behalf of Clan Chieftains. Blood Hunters play a specific role in Skaven society in maintaining order and enforcing laws and decrees to those that escape law or defy the social order. Deviant Skaven, be they Slaves, Sneaks, political enemies or dissidents, escape from the grasp of Clan authorities, and may later trouble the Clan Chieftain or inspire others to act out. Many Clan Chieftains are not able to afford a Clan Eshin assassin, or worried of the loyalty, or not wanting Clan Eshin to be involved in their affairs, employ a retainer known as the Blood Hunter.

The Blood Hunter is summoned when subtlety is required, such as when a Skaven is needed to be apprehended quietly without undue attention, or brought back to the Clan Warrens. Blood Hunters are expert trackers and murderers, who operate outside of the warrens pursuing. Blood Hunters are highly feared and respected by all Skaven. Despite the privileges and benefits of the position, many find an early demise. If not at the hands of the quarry, then sometimes at the hands of their Clan Chieftain, unhappy of their failures, or worried by their continued success. When the reigning Clan Chieftain has been deposed, Blood Hunters are amongst the first executed as cronies and political repressors by the vengeful victors.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	+10	+1	+10	-	+10	+10	+10	-

Skills

Dodge Blow
Follow Trail
Intimidate
Shadowing
Specialist Weapon Thrown
Strike Mighty Blow
Strike to Stun

Trappings

Bolas
Concealed Dagger
Hand Weapon
Leather Armor
Manacles

Social Level: 3

Career Exits

Advisor
Mercenary
Skaven Mine Overseer
Skaven Slave Master
Skaven Torturer
Warden

MERCENARY

Overcrowding is often a problem in Skaven Clans. To remedy this the Clan Chieftain, through treaty or trade, hires out companies of Skaven to nearby friendly Clans. Known as Mercenary Clans due to their divided loyalties, they hold a marginal and precarious position in Skaven society. These Skaven are typically viewed as disposable or untrustworthy by their new employer, and face many dangers from friend and foe alike.

Those Skaven that survive this rigorous transient life become better trained than most Skaven, and are used by the Clan Chieftains as a political and military threat towards subversive advisors and members of the Clan Guard. Use of mercenaries to purge the Clan Guard are common, and all too often, Skaven Mercenaries in battle find themselves abandoned by distrustful Clan Guard in battle, or force into suicide attacks or led into ambushes.

Occasionally, the Mercenaries will lead a coup against their employers, seizing the warren for their own and installing themselves as the new leadership of the Clan. Others, when their service is up, return and lead a coup against their former Clan Chieftain in retribution for their political exile from their home Clan. Most Mercenary Companies though, after their service with their allies is over, usually just pack up and leave, seeking out more jobs despite the dangers, since the rewards of looting and being free of confining social hierarchies can be very inviting to these wandering sell-sword Skaven.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	-	+2	+10	-	-	+10	-	+10	-	-

Skills

Disarm
Dodge Blow
Evaluate
Specialist Weapon Sling
Specialist Weapon Thrown
Strike Mighty Blow

Trappings

Backpack
Bedroll (Ratty and Flea Infested)
Hand Weapon
Leather Armor
Shield
Sling
Waterskin

Social Level: 1 (3 if professional veterans)

Career Exits

Blood Hunter
Clan Guard
Mercenary Leader
Renegade
Skavenslave

MERCENARY LEADER

Faced with suspected opposition from a particularly prominent and popular Clan Guard, the Clan Chieftain often will summon the suspect to his chambers. After complimenting the suspect on their ambition and their valuable service, the Chieftain tells the suspect that the Chieftain has a particularly important duty for his favorite servant. This duty is temporary service in another warren assisting an ally, essentially removing the troublesome element from the warren. The unfortunate leader and his followers of the Clan Guard leader and other subversive elements are drafted and formed into Mercenary Companies. A wise Chieftain will often inform the unfortunate Skaven's opponents in the Clan Guard, so that when the bitter Skaven returns and seeks to overthrow the Chieftain, his influence has already been undermined by the Chieftain's new favorite and his relieved faction. Since the Clan Guard members are instructed to leave, they have no other course, the unfortunate Skaven either packs up or must revolt against its Chieftain.

Upon arriving at the allied Warren where there service is, the Mercenary Leader is viewed with suspicion, as their new employer tries to discover where the Mercenary Company's loyalties lie, and if they have any hidden agenda formulated by their previous Clan Chieftain. Oftimes the leader of the Mercenaries is seized and executed after a long period of torture. At other times, the Mercenary Leader will plot with the new employer against his former employer. A wise Chieftain will follow this course, and after having received all the information that the Mercenary Leader can offer, will then have the fool executed, as the Mercenary Leader is obviously treacherous and conniving.

Needless to say, not many of the original Mercenary Leaders of these companies survive. With the death of their leader, and a short period of assassinations and secretive political maneuvering, one of the Mercenaries will attain enough influence and power to assume the mantle of power. Wise Mercenary employers will often execute Mercenary Leaders to keep the Mercenaries themselves from becoming too much of a threat.

Those that survive this dangerous tenure, find themselves leaders of a tough and loyal band of Skaven that allows the Mercenary Leader undue influence and power. After their services are finished, they will often organize and found new Clans using their mercenary company as the foundation for the new Clan hierarchy. Others Mercenary Leaders enjoy the new freedom from the Clan system that mercenary service offers, and will spend their time offering their services to a higher bidder. Such professional companies are well respected, feared, and viewed with suspicion. Their participation in a war can have a great influence in the ensuing battles, and it has been know for the powerful Mercenary Leader and his company to seize the defeated Clan's warrens as their own, much to his employer's dismay, and begin a new Clan or charge their employer an absurd amount to have the warren back.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+1	+1	+6	+20	+1	+10	+20	+10	+20	+20	-

Skills

Intimidate
Haggle
Heraldry (Skaven)
Tactics

Trappings

A band of at least ten Skaven Mercenaries
A Commission of Service

Social Level: 3

Career Exits

Advisor
Clan Chieftain
Council Honor Guard
Renegade Chieftain
Skaven Slave Master

MESSENGER

With Skaven burrows, tunnels, and warrens dispersed and isolated, Clan Chieftains and Warlord employ fast lithe Skaven to run between the warrens to ensure control of their Clan holdings and to maintain contact with neighboring Skaven leaders. Their task in an important and crucial one in the constant conspiracies, secret treaties, and wars that ravage the Skaven Empire. One of the most powerful of tools for a Skaven Warlord is a contingent of loyal and efficient messengers. These messengers often face many subterranean obstacles such as foul creatures, political opponents attempting to disrupt communications, and even traps set by either community to keep enemies and creatures away….

With all the obstacles, it is no wonder that Skaven Messengers are in short supply, with even shorter lifespans. Those that survive this dangerous profession may be well rewarded by their employers, but more likely, murdered for knowing too much.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	-	-	+1	+2	+10	-	+10	+10	-	+10	-	-

Skills
Conceal Rural
Flee!
Follow Trail
Orientation
Scale Sheer Surface
Spot Trap
25% of Contortionist

Trappings
Dagger
Long knife

Social Status: 2

Career Exits
Clanrat Warrior
Forager
Skaven Guide
Skaven Squealer

NIGHT CREEPERS

Clan Chieftains find it valuable to rely upon a network of informants and Skaven who are brutal yet discreet to maintain the social order. Night Creepers are Skaven with a special talent for sneaking about and beating around unsuspecting victims and suspected enemies of the Clan leadership. Servants of the Clan Chieftain, they serve two purposes. First, they act as political instruments used to rid the Clan leadership of meddlesome or ambitious rivals. In this they serve a useful function as secretive anti-subversive group of agents. During periods of war or skirmishing, Night Creepers perform their second role, operating in special groups used to capture enemy scouts, pickets, and any others wanted as captives to torture for information. It is quite common for groups of Night Creepers to skirmish and fight against each other in a deadly game of cat-and-mouse in the winding tunnels between the enemy forces.

Night Creepers that excel in their profession are secretly approached by Clan Eshin, and if trustworthy recruited into the Clan. If a Skaven Grey Seer is present and becomes aware of their success, the Night Creeper may be offered roles as Black Agents for the Council of Thirteen. However, all too often, they are viewed as a liability and purged by the Clan Chieftain who can never trust anyone for long, or are executed in a coup d'etat by the rival opposition that they failed to suppress.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	-	+2	+10	-	-	-	-	-	-	-

Skills

Shadowing
Silent Move Subterranean
Specialist Weapon Net
Strike to Stun

Trappings

Black Hooded Cloak and Clothing
Cudgel or Club
50% of Net

Social Status: 2

Career Exits

Blood Hunter
Clan Guard
Council Black Agent
Skaven Scout

RAT HERDER

With hordes of rats in ever-present supply, it is quite common for Skaven Clans to employ such a naturally abundant resource as a weapon in war, and in times of dire starvation, a food resource. Some Skaven have an unnatural rapport and camaraderie with these packs of rats, and these Skaven, known as Rat Herders are encouraged by Clan leadership to exploit their gifts to the fullest in the interests of the Clan.

These Rat Herders live apart from the rest of the Clan, just on the outskirts, to be with their smaller and more numerous cousins and maintain the welfare and numbers of their packs. Rat Herders are well treated by the Clan to insure that in times of war or need they are willing to follow the leadership of their Clan Chieftain that has allowed them to indulge in a relative life of luxury with little interference from the authorities.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	-	-	+10	-	-	-	-	-

Skills

Animal Care-Rats
Charm Animal-Rats
Immunity to Disease
Specialist Weapon Sling
50% Very Resilient

Trappings

Hand Weapon
Horde of Rats
Sling

Social Status: 2

Career Exits

Blood Hunter
Clan Guard
Forager
Skaven Guide

RENEGADE

In the politically chaotic world of the Skaven, many Skaven commit crimes, participate in failed coups or assassinations, or fall out of political favor, and find themselves fleeing their Clan and setting up smaller clans known as Renegade Clans. The lives for the members of these Renegade Clans are bleak. Harsh and uncomfortable, they exist without the amenities of the Clan Warrens, and must raid local communities or forage on their own. A common fate for these Renegade Clans is destruction by rival Clans or further internal divisions within the Renegade Clan. Those Skaven that have fled from their Clans that do not form into Renegade Clans take up lives of scavenging, although some Renegades will gather together to form Mercenary bands. Nearly all Renegade Skaven experience an impoverished lifestyle and provide no real alternative to the standard Clan structure, with their brutal and short lives full of violence, rage, and starvation.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+2	+10	-	-	-	-	+10	-	-

Skills

Conceal Rural
Dodge Blow
Set Traps
Silent Move Subterranean
Spot Traps

Trappings

Hand Weapon
Leather Armor

Social Status: 0

Career Exits

Skaven Guide
Mercenary
Renegade Chieftain

RENEGADE CHIEFTAIN

Renegade Chieftains are the embittered leaders of Skaven Renegade Clans. They are leaders of small groups, usually no more than a score of malnourished and bitter Skaven renegades, and they must organize their unruly and unhappy followers who may blame the whole mess on their hapless "Chieftain". A wise Chieftain will instead pass the blame, but what wise leader would land themselves into this sort of mess?

The Renegade Chieftain has few choices to make and little legitimate authority. Pursued by their enemies, and with such small numbers, the Renegades have little chance of survival. Most eventually succumb to the internal and external pressures and disband or are destroyed. A few have lived on long enough to maintain order and enforce their authority by force and guile, and a handful have even started new Clans to rival their original home Clans from where they had been exiled or fled.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+1	+2	+4	+20	+1	+10	+20	-	+20	-	-

Skills

Disarm
Follow Trail
Intimidate
Strike Mighty Blow
Strike to Stun

Trappings

Band of Skaven Renegades (at least 10)
Concealed Warren
Sword or other Hand Weapon

Social Status: 1

Career Exits

Clan Chieftain
Mercenary Captain

SKAVEN GUIDE

The massive Skaven underworld is immense and bewildering. Most Skaven can barely even familiarize themselves with the twisting and winding tunnels of their own Warren. To facilitate communication and warfare, Skaven Guides, experts in the maze-like Underworld are employed. The Skaven Guides are a hardy and independent group, more introverted than other Skaven. Their solitary nature earns them distrust and wariness from the Clan leadership that relies upon them so heavily. Skaven Guides server their Clan by guiding patrols, messengers, traders, pedlars, envoys, and other groups to and from their Warrens. During times of war, they act as scouts for their Clan armies. Experienced Skaven Guides are highly skilled and self-reliant, but most Skaven Guides never live this long. The unlucky majority of Skaven Guides are eaten by monsters, killed or captured by rival Skaven Clans, die in cave-ins, or simply just fall down a chasm or hole and die. Those that survive such immediate dangers can only look forward to dying from these same dangers at a later date….

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	+1	+2	+10	-	-	-	+10	+10	-	-

Skills
Conceal Subterranean
Follow Trail
Orientation
Scale Sheer Surface
Secret Sign Scout
Silent Move Subterranean
Spot Trap

Trappings
Hand Weapon
Leather Armor
Long knife

Social Status: 2

Career Exits
Blood Hunter
Clan Guard
Forager
Skaven Pedlar
Skaven Scout

SKAVEN SCOUT

Skaven Scouts are masters of the labyrinths that are the Skaven underworld. Although their knowledge is immense, it does not represent even a fraction of the monstrous growth that is the Skaven Under-Empire. Skaven Scouts spend much of the time supervising Guides, Foragers, and the like, but their duties demand active participation and not merely just supervision. The more important and dangerous the task, the more likely that a Skaven Scout will need to assist to ensure in the success of the operation. Groups of Skaven Scouts always accompany Skaven armies to war, reconnoitering, scouting, and setting up ambushes.

After many years of unappreciated work and the dangerous responsibilities of being a Scout, many become lax in their duties. Many Skaven Scouts circumvent the risks and dangers by hiding somewhere when they should be scouting, and later returning and declaring the area clear. Others lay much of the responsibility and daily operations upon their burdened and resentful associates. In some dire cases, Scouts exhausted from their obligations simply never return to their warren and wander off to join some other Clan.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+30	+1	+2	+6	+30	+1	+10	+10	+20	+30	+10	-

Skills

Conceal Subterranean
Dowsing
Game Hunting
Identify Plants
Marksmanship
Silent Move Subterranean
Specialist Weapon Net
Specialist Weapon Thrown

Trappings

Black Cloak
Concealed Daggers
Hand Weapon
Leather Armor
Spear
Throwing Daggers

Social Status: 3

Career Exits

Advisor
Blood Hunter
Clan Guard
Night Creeper
Warden

STORMVERMIN

The Skaven have practiced selective breeding for hundreds of years. One of the greatest successes of this breeding program is the Stormvermin. Stormvermin are stronger and usually more loyal than other Skaven. These tall black Skaven are imposing and frightening to behold. Stormvermin often serve within the Clan Guard, an elite within an elite. They are most commonly employed in the Clan Guard, where they typically dominate, and many Clan Chieftains and Warlords are of this breed. Stormvermin have begun to form a superior caste in Skaven society, dominating the upper echelons of the society, so that the Stormvermin wield disproportionate influence and oppress the weaker common Skaven.

These activities have not escaped the attention of Clan Chieftains. Many Clan Chieftains, despite the benefits of having Stormvermin bred in their Clan, fear for their own positions, and will not breed or seek to acquire Stormvermin for their armies. The more foolhardy Clan Chieftains, confident in their abilities, employ Stormvermin spurning the consequences of their actions. Many inevitably regret that decision, when their Stormvermin guards lead a coup against their inept leadership.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	-	-	+3	+10	+1	-	+10	-	-	-	-

Skills

Disarm
Dodge Blow
Specialist Weapon Two handed
Strike Mighty Blow
Strike to Injure
Strike to Stun
50% Very Resilient
50% Very Strong

Trappings

Chain shirt
Hand weapon
Helmet
Long knife
Shield
Two handed sword

Social Level: 3

Career Exits

Blood Hunter
Clan Chieftain
Clan Guard
Renegade
Skaven Mine Overseer
Skaven Slave Master
Warden

WARDEN

The Skaven Wardens hold privileged positions within the Clan military leadership. Wardens work closely with the Clan Chieftain and are responsible for the traps and snares that surround the Clan Warrens. This network of traps is integral to the defense of the Clan warrens, slowing the enemy in time to allow for an effective defense. They regard their activities as very sensitive and secretive, and quite reasonably so. Nearly all Wardens are secretive and tight-lipped, prowling about late at night and acting in a paranoid fashion. All too often though, their handiwork proves its effectiveness by ensnaring or killing wandering pedlars, inquisitive Skaven children, or Foragers, Sentries, and other unfortunates from their own Clan! Skaven Guides, Messengers, and Scouts are frequently victims of the Warden's traps since the Warden in his secretiveness neglects to inform his colleagues of his new alterations to the Clan defenses. Such frequent accidents prove to the Clan Chieftain the efficiency and expert of his Wardens, and the Wardens themselves take great pride in their bloody and misguided results, despite the general suffering or demise of their victims. The Wardens have also act as quartermasters and maintain security for the general stores and armories of the Clan.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+20	-	+20	-	+20	+20	-	-

Skills

Ambidextrous
Pick Locks
Prepare Poisons
Set Traps
Smithing
Spot Traps

Trappings

Private Communal Warden Burrow
Tools and Implements
d6 Traps (large)

Social Level: 3

Career Exits

Advisor
Artisan
Clan Guard
Skaven Mine Overseer

Chapter Seven-Non-Warrior Skaven Careers

The following are careers are less traditional and in some cases quite specialized. Many of these careers form the majority of the predominant careers in a typical hierarchy that exists in Skaven society. Others may be rare careers, but are usually vital to the functioning of the society.

Geshtrisk shook and rattled the brightly colored jar as he chanted, and then finished the ritual with a blood-curdling scream as he flung the contents out of the jar. The crowd of heavily armored Skaven who had crowded around Geshtrisk jumped back in surprise. Geshtrisk looked out his only remaining eye, a milky-clouded one and glared about at the Clan Guard. Kirkirish, the Clan Chieftain, was the only one of the warriors to make eye contact with Geshtrisk, the others were frightened of the Seer's reputed cursed gaze. Kirkirish's eyes were filled with both fear and anticipation. Geshtrisk stood, waiting in the awkward silence of the Chieftain's room. Unable to bear it any longer, Geshtrisk whispered "What...what...does it tell you...?"

Geshtrisk limped forward, hunched down to the ground to stare at the rune encrusted Dwarven fingerbones he had thrown. He studied them casually, as the Clan Guard crept closer, watching his actions. Geshtrisk made a few noises, grunts, groans, and then a short nod. Suddenly, as if broken out of his reverie, he suddenly swept them up and turned about, limping towards the door. Confused tittering broke out from the guards. As the old crippled Skaven reached the doorway, Geshtrisk croaked out at a timid question "What, what did they tell tell you...What?".

Geshtrisk turned about slowly. "Oh...yessssyessss...I almost forgot...the bonesss ssspoke of..." A theatrical pause as he swept his gaze at the cringing Guard, "The bonesss... bonesss...they ssspoke of...victory". A clamor of clashing weapons and triumphant yells broke out from the Clan Guard as he limped from the room. Behind him, the Clan Guard was ecstatic.

Geshtrisk, alone again, shook his head. "How was an old, crippled, and nearly blind Skaven to live? The other Skaven he had grown with had all died. But Geshtrisk still lived, well fed, and slept his days away, rarely disturbed by any," he thought to himself. Geshtrisk had no idea who really would win, the truth is just that the wily Skaven always told others what they wanted to hear. He crawled off to his little hole to return to his interrupted sleep.

ADVISOR

The everyday running of the Clan is a task of enormous responsibility. The Clan Chieftain rarely ever attains the position on the basis of their merit as an efficient administrator, but rather as a plotter and a warrior. To aid in the smooth operation of the Clan and to maintain control, the Clan Chieftain reluctantly maintains a cadre of advisors. As well as providing information to the Clan Chieftain, and assisting in daily affairs, they prove to be an ideal scapegoat when anything goes wrong in the Clan! When disaster befalls the Clan, it is likely that any number of Advisors will lose their heads.

Advisors are not always helpless to the whimsy of their Clan Chieftain. Plotting against each other for influence and the Chieftain's ear and attention, they are capable of immense power, and since the Clan Chieftain is especially alert for the threat of a military coup, Chieftains are easily influenced by a particularly strong willed and cunning Advisor. Advisors have played important roles in both initiating and halting of coups and Clan dissent, as their insidious net of contacts allow them great knowledge of the Clan affairs. Capable and cunning Advisors can outlive dozens of Clan Chieftains, and amass a fortune of material wealth, political influence, popularity, respect, and most important: can inspire fear and terror throughout the Clan.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	-	+20	+20	+20	+30	+20

Skills

Bribery
Charm
Dynastic Knowledge (Skaven Clans)
History
Influence
Intrigue
Public Speaking
Read/Write
Speak Additional Language
Super Numerate

Trappings

Fine Robes of Station
Paper
Private burrow
Writing Instruments

Social Level: 3

Career Exits

Clan Chieftain
Skaven Seer
Council Minion Career (by Council Invitation Only)
Renegade (usually an involuntary change...)

FORAGER

Skaven communities have chronic problems acquiring foodstuffs for their population. In many Clans, groups of Skaven are given the task of acquiring food for the community. Foragers are experts in the acquisition of edible foodstuffs and potable water. The services they provide are indispensable to the continuing welfare of the community. Skaven Clans, when campaigning in foreign areas, often include a number of Foragers also to provide for the troops.

Rarely is the Forager happy with his place in Skaven society. Risking life and limb for food that others will eat, Foragers will frequently hide a nice share of the food they discover for themselves, having numerous little hiding places with small stockpiles. In times of famine, the Forager might just abandon the ungrateful Clan, and live off their secret surplus.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	+10	-	+10	-	-	+10	-	-

Skills

Dowsing
Fish
Identify Plant
Set Traps
Specialist Weapon Sling

Trappings

Bag
Fishing rod
Hand Weapon
Rope
Sling
d6 Traps

Social Level: 1

Career Exits

Rat Herder
Skaven Guide
Skaven Pedlar
Skaven Scout
Skaven Warden

SCAVENGER

The lowest of the free Skaven are the wretched sort that eke out a living by scrounging about in refuse heaps, and living off of other Skaven's refuse. Viewed with almost as much contempt as slaves, they are treated almost as badly. They typically reside outside of Clan warrens to avoid the perpetual torment and persecution. Since their nests are far from the warrens, they are not afforded the security that the other Skaven receive, and are more prone to an early demise from predators or ill-health and neglect.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	-	-	-	+1	+2	+10	-	+10	-	-	-	-	-

Skills

Conceal Subterranean
Dodge Blow
Flee!
Scale Sheer Surface

Trappings

Ragged clothing
Concealed nest
Paltry baubles

Social Level: 0

Career Exits

Forager
Skavenslave
Sneak

SKAVEN ARTISAN

Although Skaven acquire many of their possessions by scavenging and stealing from other races, a few of the more talented and intelligent of Skaven become craftsmen and provide some manufactured goods to their home community. Highly valued by the Clan, they are treated more fairly by the Clan leaders. The largest and wealthiest Clans have numerous workshops filled with Artisans sweating away at their tedious work.

The Skaven Artisan is better off than many Skaven, but their lives are far from idyllic. Aging Artisans are plotted against, seen as frail and useless, or Artisan's may steal or sabotage each other's work to enhance their own prestige and win a more luxurious position in the community. All too often workshops have been known to break out in violence, with younger Skaven eating the older ones, braining each other with their tools, or plotting and conspiring against each other like any good and sane Skaven would…

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	+1	+1	+2	+10	-	+20	-	+10	+10	+10	-

Artisan	Skills	Career Exits
Armorer	Metallurgy Smithing	None
Builder	Carpentry	Mine Overseer Warden
Glass Maker	Chemistry	None
Stone Mason	Stoneworking	Mine Overseer
Tailor	Tailor	None
Tanner	Chemistry	Warpstone Crafter

Social Status: 2

Trappings

Access to Communal Tools
An Artisan's Apprentice
Hidey hole with Stolen Tools
Space in the Artisan's Warren
Workspace in the Communal or Artisanal Warren

SKAVEN ARTISAN'S APPRENTICE

Skaven Artisan Apprentices have lives as hard and rigorous as Skavenslaves yet their prospects for the future are not as bleak as for the great mass of Skaven. Skaven with the patience to endure the tedious and long hours may acquire the ability to become Artisans, and then inflict the same misery they suffered through onto their Apprentices. Skaven Artisan's Apprentices often spend long hours doing tedious and mind-numbing chores at the Artisan's whim in an attempt to break the Apprentice's spirit. Most Artisans treat their Apprentices horribly in an attempt to stifle any talent or ambition that might compete with the Artisan's own work.

Successful Apprentices, or those who are truly talented, rarely survive the long and arduous process of apprenticeship. Jealous rival Apprentices may push the talented Apprentice into a deep deep hole, or an Artisan who is envious or threatened by their Apprentice's success may resort to similar measures. The number of "accidental" work-related deaths among Artisan's Apprentices is quite staggering...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	-	-	+10	-	-	-	+10	-

Skills
Beg/Cower
Blather
Trappings
Tatty Apron
Social Status: 1
Career Exits
Artisan
Renegade
Scavenger
Skavenslave
Sneak
Warpstone Crafter

SKAVEN HACK

Young Skaven exhibiting sadistic tendencies and sharing an interest in sharp knives and saws, are snatched up by Skaven Hacks, and taught the trade. The Skaven Hacks are the most close-knit, feared, and sadistic group in Skaven society. The Hacks are brought together by their shared fervor in the trade and the delight that its practice brings them. For the Hack, they are blessed with the job of gleefully poking about oozing boils, bleeding lacerations, sucking chest wounds, and other horrific injuries. They take great pleasure in the darker and more painful elements of medicine. Amputations, sawing away at bones, cauterizing, all allow the Hack to vent his sadistic pleasures on fellow Skaven. It is hoped by their patients that in the process of this torturous examination, that maybe the Hack is also doing the patient some good by eventually patching up the injuries. The Hack is the closest to a medical practitioner in Skaven society, and in spite of their gruesome, painful, and scarring techniques, they more often than not alleviate the illness or wound that their victim is suffering from, although possible creating new wounds and future aches in the act.

Of course, it has been known for overly excited Hacks to arouse their patients into such a furor that the patient, despite the agony, reaches for the nearest "medical instrument" and performs an autopsy then and there on the hapless and struggling Hack...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	+20	-	+10	+20	+10	-

Skills

Cure Disease
Heal Wounds
Manufacture Drugs
Surgery
Torture

Trappings

Blood Stained Apron
Bone Saw
Dagger
Private Burrow
Scalpels

Social Status: 2

Career Exits

Skaven Jailer
Skaven Torturer

SKAVEN JAILER

Skaven Jailers are the most pathetic, sadistic, and petty Skaven that the Clan can round up to take a job that few want. Skaven Jailers watch over prisoners who are deemed too risky to be put into Slave gangs. Their job requires them to feed and torment the prisoners. The feeding is rare, but the tormenting is frequent. In is in tormenting that the Skaven Jailer takes particular pride in its handicraft. The unfortunate captive can look forward to beatings and all manner of brutal measures, such as whippings, hot pokers inserted in orifices, nails hammered into skulls, limbs broken, blinded by a hot rusty dagger, locked in cramped spiked cages, and being force-fed their own vomit/urine/feces or even their own internal organs by the sadistic torturer. All this is done to fulfill the malicious spite that the fiendish jailer seeks to inflict upon its wretched captive.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+2	-	-	-	-	-	-	-	-

Skills
Immune to Disease
Strike to Stun
Wrestling
50% Very Resilient

Trappings
Club
Ring of Keys

Social Status: 1

Career Exits
Blood Hunter
Clanrat Warrior
Night Creeper
Skaven Torturer

SKAVEN MINER

A great portion of the Skaven population is employed in mining. Whether expanding the Clan Warren, searching for ore or Warpstone, or digging into an enemy's warren, Skaven Miners engage in one of the most common and important of tasks. Despite Skaven dependence upon their services, Skaven Miners are badly treated. Long hours in physically demanding shifts, dangerous work conditions, harsh overseers, and poor food takes its tool upon the morale and loyalty of the Miners. Miners' uprisings are frequent occurrences, and fighting the armed and well-entrenched rebel Miners is not a task fondly looked upon by The Clanrat Warriors. To motivate their reluctant troops the Clan Chieftains must beat, bully, and cow their troops into putting down these rebellions. There have been a number of cases when a Miner's rebellion successfully overthrew the existing Clan leadership.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	+1	-	+3	-	-	+10	-	-	+20	-	-

Skills

Mining
Night vision: additional 2d6 yards
Orientation
Specialist Weapon Two Handed
25% chance of Very Resilient
25% chance of Very Strong

Trappings

Apron
Helmet
Lantern
Pick

Social Level: 1

Career Exits

Renegade
Scavenger
Skaven Guide
Skaven Mine Overseer
Skavenslave
Sneak

SKAVEN MINE OVERSEER

To control the discontented Skaven Miners and to monitor their progress, the Clan Chieftain will employ a specialist, the Skaven Mine Overseer, to assume these duties. They may have been former miners, renegade Clan Skryre Engineers, experts in siege warfare, or former Wardens. They have the task of controlling the Skaven and planning the tasks. The resentful Skaven Miners, unhappy with their lot in life, make the Overseer's job unenviable. Skaven Mine Overseers spend a great amount of time deep in the mines with armed and embittered miners, where all sorts of accidents can and do frequently happen. Falling down shafts, crushed in cave-ins, accidentally stabbings with pick axes, killed in gas explosions, eaten by rats, tortured and killed in revolts, or just disappearing in the depths of the minds, are all fates that can befall Overseers. Knowing this pushes a few to accommodate and treat the Miners well, while the vast majority seek even more draconian measure to break the will of the miners and to intimidate and beat the Miners into subservience. This activity of the Skaven Mine Overseer usually has the opposite effect upon the Miners, inspiring them to rise up against the Overseers in a bloody revolt.

M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
-	+20	-	-	-	+4	+20	-	+20	+20	+20	+30	+20	-

Skills
Carpentry
Cartography
Engineering
Intimidate
Mining
SW Whip

Trappings
Apron
Bodyguard of 10 Clanrats to maintain safety and submission of Miners
Fully equipped workstation, with drafting materials
Hand Weapon
Helmet
Lantern
Leather Armor
Whip

Social Level: 3

Career Exits
Advisor
Skaven Slave Master
Warden

SKAVEN PEDLAR

Skaven Pedlars represent the small but clever Skaven who are quick to make a deal and outsmart their fellow Skaven. Skaven Pedlars are quick-witted and fairly autonomous, they travel about different Clans trading, haggling, and bartering whatever they can carry. Their trade practices are less than honest, nor are they are above stabbing, stealing, and murdering for possessions or goods.

The lifestyle, despite its freedom and the opportunity of attaining wealth, is a dangerous one. Monsters, Renegade Skaven, sadistic Clan Chieftains, and unhappy customers are all capable of cutting (literally!) the Pedlar's life short. The smartest of Pedlars can overcome the obstacle and acquire lives of freedom, excitement, and wealth, yet the great majority of Pedlars live aimless lives as near-penniless drifters.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+2	+10	-	-	-	-	-	-	+10

Skills
Evaluate
Haggle
Palm Object
Trappings
Dagger
Bags of Trinkets
Social Status: 2
Career Exits
Forager
Renegade
Skaven Guide
Skaven Scout
Skaven Slave Master

SKAVEN PORTER

Skaven Porters have a bleak existence. The shipment of most goods and materials through the Skaven Under-Empire is usually done by large caravans of Skaven carrying back-breaking bundles upon their shoulders. Porters spend all their time carrying goods or equipment for Pedlars or the Clan authorities, bearing material that they will never afford, own, or use. The goods they carry on their backs are worth more than their lives. Although better off than Skavenslaves, the existence is a harsh and demanding one with little reward.

Porters can lose their lives in a number of ways, while fording subterranean streams, torn apart by monsters, killed by Renegades, or just wear themselves out and die from exhaustion or beaten by the caravan overseers. Unfortunate ones find themselves bearing supplies for Skaven armies, and then find themselves handed daggers and herded into makeshift units. It is no surprise that those who watch over the Skaven Porters often fear for their lives when alone with twenty or so resentful and unhappy Porters.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	+1	+1	+2	-	-	+10	-	-	-	-	-

Skills
Follow Trail
50% Very Resilient
50% Very Strong
Trappings
Threadbare Clothing
Social Status: 0
Career Exits
Renegade
Scavenger
Skaven Miner
Skavenslave
Sneak

SKAVEN SCRIBE

Queekish is a strange language, and although all Skaven speak it, very few can read it. Many Clans will educate young bright Skaven in Queekish. In return for such sponsorship, the Scribe must serve for five years or more in the Clan as assistants to the Advisors and the Clan Chieftain.

Many Scribes become knowledgeable of Clan politics, and play subtle roles. The ability to read and write allows the Scribe a particular advantage in Skaven society and many take advantage of the knowledge and use their skills and experience as a Scribe as a foundation for their rise to power in the Clan. Those Scribes suspected or discovered overstepping their boundaries or meddling in affairs of the Clan inevitably end up dead, their bodies dumped in rubbish heaps outside of the Clan Warrens and picked apart by the rats and Scavengers lurking about.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+1	-	-	+10	-	+10	-	-	-

Skills
Blather
Read/Write
Speak Additional Language

Trappings
Communal Nest shared with other Scribes
Poorly-manufactured Robe
Writing Utensils

Social Status: 2

Career Exits
Advisor
Pedlar
Skaven Seer
Skaven Squealer

SKAVEN SEER

Skaven Seers are respected and feared members in Skaven Clans, and every prominent Clan has a highly respected Seer as an advisor. Seers practice divination, allegedly serving as intermediaries between the Horned Rat and the Clan, acting in absence or in conjunction with a Grey Seer. Even with Grey Seers present, the Seers are still free to operate, although anything they say or do can be declared heretical and result in an immediate death upon the demand of a Grey Seer. As such, Skaven Seers are very careful what they say, using their influence carefully and working closely with Grey Seers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+1	-	-	-	+10	+10	+10	+10	-

Skills
Blather
Charm Animal-Rat
Divination
Magical Sense
Trappings
Fingerbones for Divination
Intestines and a Bowl for Divination
Threadbare Clothing
Social Status: 3
Career Exits
Advisor
Scavenger
Squealer

SKAVEN SLAVE MASTER

The most ruthless and cold-hearted of Skaven seek to become Skaven Slave Masters. Their position allows them absolute control of the lives of their slaves, Skaven and non-Skaven. Given their position by the Clan Chieftain, they act with absolute authority, whipping and driving their laboring slaves to early deaths.

Like the Mine Overseer, the Skaven Slave Master must keep in mind that he is surrounded and outnumbered by a group of hate-filled tormented Slaves who would gladly trade their lives to tear the Slave Master's throat out. This fear usually pushes the Slave Master to even greater depths of cruelty to break the spirit of their slaves and relieve the Slave Master's mounting sadism and aggression.

Since the Slave Master is so preoccupied over his little corner of the Warren, the Clan Chieftain has little to worry about. A wise Clan Chieftain though will keep an eye out over someone who has a personal army of guards under their command...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+1	-	+4	+10	+1	+10	+20	+10	+20	+10	-

Skills
Evaluate
Haggle
Intimidate
Specialist Weapon Whip

Trappings
d10 Clanrat Warriors
d3 Clan Guards
Hand Weapon
Long Knife
Prison Burrow
Whip

Social Status: 3

Career Exits
Advisor
Clan Guard
Skaven Torturer

SKAVENSLAVES

Undoubtedly the most dismal existence for any Skaven, the Skavenslave toils until death under dreadful conditions. Many slaves are those defeated in battle, or taken as captives in raids. All slaves are communally owned, and many Skaven, miserable and unfulfilled, act out their pent-up aggression and frustration on slaves through sadistic acts. For these poor unfortunates, they can only resort to dreams of escape from their tormentors and return to their Clan. Nearly all Skavenslaves came from lowly positions, since most important prisoners are tortured and then executed, so the chance of a captive Warlord working amongst the slaves is quite unlikely! Other Skavenslaves are victims and losers of political battles. Of course, prominent defeated political opponents would be quietly executed upon their defeat. It is often the underling members of a conspiring faction that are imprisoned. If fate swings their way, there is a chance that their faction will reverse their lot by freeing them, and they in turn can enslave their former tormentors. Who can predict the whims and turns of Skaven politics?

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	+10	-	-	-	-	-	-	-

Skills
Begging
Blather
Dodge Blow
Trappings
Ragged clothes
Social Level: 0
Career Exits
Scavenger
Skaven Renegade
Skaven Miner

SKAVEN SNEAK

Skaven who see little opportunity for advancement instead turn to material gain. Spurning the subservience of their fellow Skaven, these Skaven, known as Skaven Sneaks steal from their fellow Skaven. These Skaven, spurning the idea of communal ownership, instead secretly gather about all they can in order to ensure their own comfort and welfare.

Skaven Sneaks are very careful, and go about their normal duties. When they see a chance to acquire something, they will hide the object or bauble in some place, and then sneak back when no one else is around. They invariably have little hiding holes scattered about where they keep their various little treasures.

Stealing from the Clan and other Skaven is a serious offense, with punishments ranging from slavery to death. Therefore Skaven Sneaks keep their activities secret, and never discuss their activities with others. They are secretive individuals acting in defiance of their collective society.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	+10	-	+10	+10	-	-

Skills
Conceal Subterranean
Palm Object
Scale Sheer Surface
Silent Move Subterranean

Trappings
Dagger
Hidey hole
Worthless Baubles

Social Level: 1 (0 if exposed as a Sneak)

Career Exits
Rat Herder
Scavenger
Skaven Guide
Skaven Pedlar
Skaven Squealer

SKAVEN SQUEALER

Skaven Squealers are loyal followers of the ruling Clan authorities. They actively work to promote higher morale and loyalty amongst the Clan, but they also serve as watchrats amongst the Warren population, praising the grandeur of the ruling Skaven, and keeping an ear out for any dissent. Any dissent will be reported to the Clan Chieftain, and the offenders executed, exiled, tortured, or enslaved. This gives a great degree of power to the Squealer, who frequently act in a capricious manner, ridding the Warren of all personal enemies and using their unofficial authority to cow the population. Their efforts are usually undone when other hidden Squealers report such behavior.

All this power creates a great distrust in the Clan of the Squealer, and frequent abuses undermine the popular support of the leadership, the exact opposite of what the Squealer is supposed to be doing. The excesses and abuses the Squealer routinely engages in reflect badly and often mirrors the ineptitude of the leadership. Particularly bad or abusive Skaven Squealers will disappear, abducted and murdered by other Skaven, or the presumptuous fool is done away with by the Clan Chieftain and his advisors!

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	-	+10	+10	+10	+10	+10

Skills
Blather
Charm
Influence
Public Speaking
Trappings
Long knife
Small Private Burrow
Social Status: 3
Career Exits
Advisor
Skaven Jailer
Skaven Seer
Skaven Torturer

SKAVEN TORTURER

Sadistic Jailers or Hacks may eventually become Torturers, where they inflict pain upon political opponents or military captives. While the Skaven Jailer often inflicts torment for their own pleasure, the Skaven Torturer is an expert at acquiring information from captives in the most cruel of fashions. The Skaven Torture is usually called upon as well to torture Clan subversives to prevent further conspiracies against the Clan authorities. Skaven Torturers are amongst the most content and secure Skaven in a Warren, happily working away with fire and tools, plying their trade on the helpless unfortunates that find themselves the under the attention of the Torturer. See the Skaven Jailer for a general idea of the activities occurring in the Skaven slave pits.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+2	+1	+4	+10	-	+20	+20	+10	+20	+10	-

Skills

Heal Wounds
Specialist Weapon Whip
Strike to Stun
Torture
Wrestling

Trappings

Dagger
Long Knife
Manacles
Various Rudimentary Instruments of Torture
Whip

Social Status: 3

Career Exits

Clan Guard
Skaven Hack
Skaven Mine Overseer
Skaven Slave Master

WARPSTONE CRAFTER

Skaven have created hundreds of applications for the use of Warpstone. In order to meet the demand for Warpstone and its specialized uses, Skaven Clans employ Warpstone Crafters. These Warpstone Crafters has one of the most important, deadly, and unenviable jobs in Skavendom. Warpstone Crafters are experts in manufacturing Warpstone objects and refining and altering Warpstone, so that it is usable for a number of purposes. Eventually the productivity of the craftsman becomes hindered as their eyes burst out on eyestalks, start to melt, or their tentacles simply can not use the tools correctly anymore. The Warpstone Crafter's life expectancy is predictably short and painful.…

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+4	+20	-	+40	+10	+30	+30	+30	-

Skills

Chemistry
Prepare Warpstone Compound
Refine Warpstone

Trappings

Apron, Thick, and Reinforced with Lead Plates
Pair of Thick Gloves
Tinted Heavy Goggles
Tools (Hammer, Chisel, etc…)
Workbench

Social Status: 1

Career Exits

Artisan
Renegade
Skavenslave

Chapter Eight-Clan Eshin

This is the first Chapter of four describing the four major Clans of Skavendom. This Chapter covers the insidious Eastern Skaven Clan of Clan Eshin.

Brother Waldemar waited in the Inn, barely containing his enthusiasm. Weeks in this wretched City of Ulric, and now he was certain that he was closer than ever to uncovering the cultists here in the blighted city of the White Wolf. The thought of humiliating the Ulricans by uncovering a cult here in their sacred city. He grinned and took another sip from the tankard of ale that he had ordered an hour or so ago, and reassuringly placed a hand on the familiar hilt of his sword. The Witch-hunter peered about from underneath his black wide brimmed hat, carefully looking about the clientele of this seedy tavern, assuring himself that he had not been followed.

When he first arrived at Middenheim, he had suspected that a small close-knit group of merchants were smuggling goods into the city and quietly doing away with their competition. Brother Waldemar had followed his intuition, and after a few days of torturing and interrogating one of the members he had discovered that this group of merchants were in league with someone beneath the city. Mutants? Goblinoids? Servants of Chaos? Waldemar gleefully pondered the options, and dreamed of the accolades he would receive after burning out yet another nest of Sigmar's enemies. Waldemar gleefully toyed with the notion that maybe somehow the Cult of Ulric was involved…He thought it doubtful, but with those barbaric wolf-lovers, anything was possible!

Sensing that it was time, Brother Waldemar slowly rose, shrugged his shoulders to adjust his mail coat, and briefly touched the concealed Hammer of Sigmar worn about his throat. He pulled his voluminous black cloak tightly about him, and passed quietly through the common room, then and out the backdoor. When Waldemar emerged into the alley he was surprised by the stillness and silence in the alleyway. As the light from the tavern retreated as the door close, Waldemar momentarily saw his informant leaning up against a doorway in the darkest shadows. Immediately Waldemar realized something was wrong, and sensed that someone…or something…was watching him. Aware of the danger, but not wanting to tip his hand, Waldemar moved casually forward, slyly drawing his sword beneath his voluminous black cloak. He moved forward towards the unmoving informant, noting that Gunthar looked asleep or unconscious, but Waldemar guessed that his informant was probably dead. Waldemar knew that at this moment, maybe cultists, chaos warriors, goblinoids, or maybe even Ulricans were preparing to spring this trap, but Waldemar remained calm trusting in Sigmar and his own experience at having turned numerous ambushes back upon his attackers. Then, as he stood a feet away from the unmoving informant, looking at the body, but listening all about him, Waldemar suddenly had a flash of insight: ***Skaven****! At that moment an undetected figure leaped onto his back, sending Waldemar staggering under the shock and weight.*

Waldemar acted as years of experience had trained him, and before his opponent could pull the garrote tight about his neck, Waldemar had reached back with his left hand, and flung the black clad figure into the wall with all of his immense strength. The attacker smashed into the wall with great force and landed in a broken heap. He spun about with his sword slashing through the darkness, cleaving into two other shadowy figures leaping forward with vicious dripping blades, elated as he sensed the tide turning on this failed ambush. Wounded and startled, the two figures turned to run further down the alley. Waldemar sprung forward to pursue, but then sensed something strike his armor. He glanced down and saw a blowdart sticking from his chainmail. "Clan Eshin!" he thought as he came to the startling and uneasy conclusion that he was in greater danger than he originally thought. Realizing the danger, Waldemar looked about for cover, and he felt another sharp sting, this time at his neck. Dashing into the shadows he quickly pulled another envenomed dart from his neck as another struck him in the hand clutching the bloody dart.

Waldemar suddenly collapsed to his knees, weakly flailing his sword about, as the poison coursed through his system, as his blood carried the venom to his heart. As Waldemar finally fell forward, a last prayer dying on his lips. His black-clad Skaven attackers melted away into the shadows.

History of Clan Eshin

After the disaster at Skavenblight, and the appearance of the Grey Lords, Clan Eshin set off to the East under the leadership of a Grey Lord known as Lord Visktrin. While crossing the Mountains of Mourn in the far east, Lord Visktrin was mortally wounded in a battle with a dragon. Before Lord Visktrin died, he appointed a successor and commanded the Clan to continue east. The Clan, following its bidding, disappeared into the East and was not heard from for hundreds of years.

When they arrived in Imperial Cathay they quickly learned of the intrigues of the Far East. By observing the Warrior Monks of Cathay and the cold efficiency of the Ninja of Nippon, they honed their skills in such deadly arts. Clan Eshin would later reappear to assist the Council of Thirteen in stalemating Clan Pestilens and bringing order to the Skaven Under-Empire.

Description of Clan Eshin

Clan Eshin is one of the most powerful Clans in the Skaven Under Empire. Their Clan is synonymous with murder, poison, and assassinations, and even their reputation is a weapon in itself. They hire their services out to the other Clans, and despite their feigned political neutrality, are deeply immersed in plotting and scheming. While neither the most influential nor the largest of Clans, they are one of the most feared, and they have an incredible degree of knowledge about the other Clans from spies and agents.

The Leader of Clan Eshin is the Nightlord. From there, the Clan follows a convoluted Hierarchy appointed by the Nightlord. All appointments must be approved by him, giving him powerful control. The leadership of the Clan exists based on proximity to the Nightlord. He does rely on a series of recommendations, allowing for a lot of political rivalry and plotting. Inter-Clan assassinations, done well, are secretly approved of, while botched assassinations against Clan Eshin members are punishable by death.

Clan Eshin Warrior Career Table

Roll	Skaven Career
01-40	**Clanrat Warrior**
41-45	**Assassin (Strangler)**
46-55	**Blood Hunter**
56-65	**Gutter Runner**
66-70	**Mercenary**
71-75	**Messenger**
76-80	**Rat Herder**
81-85	**Renegade**
86-90	**Skaven Guide**
91-100	**Stormvermin**

Clan Eshin Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Eshin. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

ASSASSIN CAREERS

The assassins of Clan Eshin are merciless murders greatly feared amongst Skavendom. Each candidate assassin must complete in total each career before advancing to the next. The three careers, in order, are Strangler, Culler, and Garrotter.

Clan Eshin Assassins are very deadly, expert at infiltrating Clans, assassinating their opponents, planting evidence, and then escaping. Their arts have been perfected after watching and studying of the Ninjas from Nippon. Many dark and secret arts of killing and murder, unknown in the Old World, are practiced and perfected by the accomplished Clan Eshin Assassins.

STRANGLER

The first step in becoming a Clan Eshin Assassin is training as a Strangler. Stranglers are taught to conceal themselves and move silently. Their training is more martial in nature, the art of killing silently, rather than the skill necessary to infiltrate a group. They are used by Clan Eshin in warfare in small groups to ambush attacking enemies. Stranglers are commonly hired out in groups by Clan Eshin to other Clans for various dirty work. Those that prove themselves are allowed to continue their training.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	+10	+1	+10	-	+10	+10	-	-

Skills

Basic Martial Arts (See Cathayan Martial Arts)
Conceal Subterranean
Scale Sheer Surface
Silent Move Subterranean
Specialist Weapon Fist

Trappings

Black Hooded Cloak
Dagger
Garrote

Social Level: 2

Career Entries

Night Runner

Career Exits

Culler

CULLER

Those Stranglers who have proven themselves in skirmishes against enemies, receive additional training n the arts of a Culler. Cullers are trained to pursue and murder particular enemies. Cullers specifically target and stalk conspirators or enemies around the maze-like Warrens for days on end, striking only when the moment is right, when the Culler can finish its bloody task in secluded place.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+1	-	+4	+20	+2	+20	+10	+20	+20	+10	-

Skills

Conceal Urban
Shadowing
Silent Move Urban
Specialist Weapon Thrown
Strike Mighty Blow

Trappings

Black Hooded Cloak
Black Strips of Cloth Wrapped about the Forearms
Dagger
Garrote
Long Knife
d6 Shurikens
d6 Throwing Daggers

Social Status: 3

Career Entries

Strangler

Career Exits

Garrotter
Spy

GARROTTER

Garrotters are the most highly trained and deadly of the Clan Eshin assassins. They are so effective, that few deaths are ever attributed to their handiwork. They have refined killing to such an art, that their targets have little hope nor knowledge of their impending death. It would be a mistake to assume that these Skaven are simply killers. They are experts in the art of infiltration and sabotage. Trained in all fashions of murder, and armed with the deadly Weeping Blades, they are undoubtedly the most proficient and feared killers in the Skaven Under-Empire.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+30	+30	+1	+1	+6	+30	+3	+30	+20	+20	+40	+10	-

Skills

Advanced Martial Arts
Disguise
Marksmanship
Mimic
Prepare Poison
Sabotage
Specialist Weapon Blowpipe

Trappings

Dagger
Garrote
Length of Silk
Long knife
Poison Ring
d3 Vials of Poison

Social Status: 4

Career Entries

Culler

Career Exits

Advisor
Clan Chieftain
Spy

GUTTER RUNNER

Gutter Runners are scouts employed by Clan Eshin armies and assassins to aid in Clan Eshin's nefarious plots. They are commonly confused with Clan Eshin assassins, but they differ from the assassins in that they are regular troops taught to skirmish, rather than highly trained murderers. One of Clan Eshin's more common tactics is to use Gutter Runners to sneak around the flanks of the enemy, striking from behind, or infiltrating ahead of the main army and rushing forward seizing critical areas on the battlefield before the enemy can reach them. Gutter Runners are far more numerous than the trained assassins, and while valuable, are still considered expendables.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	+10	-	-	+2	+10	-	+10	-	-	-	-	-

Skills

Conceal Subterranean
Dodge Blow
Flee!
Orientation
Silent Move Rural
Silent Move Subterranean
Specialist Weapon Thrown

Trappings

Black Cloak
d3 Throwing Daggers
Concealed Dagger
Long Knife

Social Status: 2

Career Entries

Blood Hunter
Clan Rat Warrior (Clan Eshin Members Only)
Night Creeper (Clan Eshin Members Only)
Skaven Guide (Clan Eshin Members Only)

Career Exits

Blood Hunter
Clan Guard
Night Creeper
Night Runner
Skaven Guide

NIGHT RUNNER

Night Runners are the elite troops of Clan Eshin, used to strike at the enemy unexpectedly at the rear at a critical moment in the fray. Night Runners sneak past enemy sentries, attacking their sleeping opponents, or conceal themselves until battle, where they will leap out and attack their surprised opponents.

The Night Runners form an elite group made up of those who have experienced many battles as Gutter Runners. Considered the elite of Clan Eshin troops, they are seldom squandered on the battlefield in senseless actions, but rather held as a special reserve with sensitive missions.

Individual Night Runners will lead Gutter Runners in battle, acting as officers and providing special expertise and knowledge and increasing the effectiveness of Gutter Runner units. Those Night Runners who prove themselves on the field of battle are trained and enter the ranks of the assassins.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+1	-	+4	+20	+1	+20	+10	-	+10	-	-

Skills

Conceal Rural
Conceal Urban
Scale Sheer Surface
Silent Move Urban
Spot Trap
Strike Mighty Blow
Strike to Stun

Trappings

Black Cloak
Dagger
Leather Armor
Long Knife
Sword or Spear

Social Status: 3

Career Entries

Gutter Runner
Night Creeper (Clan Eshin Members Only)

Career Exits

Blood Hunter
Clan Guard
Forager
Skaven Scout
Strangler

SPY

Many paranoid leaders in the Under-Empire suspect that Clan Eshin is aware of everything that transpires in Skavendom-their suspicions are well founded. Clan Eshin has the most extensive spy network and has trained and deployed numerous spies throughout Clan holdings. Some Clan Eshin spies are hired out to other Clans, but these Spies are fanatically loyal to Clan Eshin and will report everything of interest upon their return to the Clan. Many Clan Chieftains and Warlords have attempted in the past to dispose of the Spy after their mission has been accomplished, but many never live to regret that decision.

Spies perform two tasks in particular. One is to assist the various assassins in the execution of their duties, and the other is keep an eye on both friendly and rival Clans. The Spies themselves can deadly, many of them having some training as Assassins.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	-	-	+4	+30	+1	+20	+10	+20	+40	+20	+20

Skills

Acting
Bribery
Conceal Subterranean
Cryptography
Disguise
Palm Object
Pick Lock
Read/Write
Shadowing
Silent Move Subterranean
Sixth Sense

Trappings

Concealed Dagger
Hooded Black Cloak
Vial of Poison
Whatever Else Deemed Necessary for Mission

Social Status: 3

Career Entries

Culler
Garrotter
Skaven Squealer (Clan Eshin Members Only)

Career Exits

Advisor
Garrotter (if Spy entered from Culler)

Chapter Nine-Clan Moulder

This Chapter explores Clan Moulder, a Clan famous and powerful for its twisted experiments with Warpstone on creatures. Like the previous Chapter, it covers the Clan, its careers, and includes Career tables for Clan Moulder

Misha Vladimerov stopped dead in his tracks. Through the gentle falling of snow he could clearly see the fresh prints ahead of him. He broke into a cold sweat. The trapper grasped his axe a little tighter, seeking assurance from the weapon. The fresh tracks before him in the snow were frightening. One set was immense, and it seemed inconceivable that anything natural could have made them. These monstrous tracks seemed to follow or be followed by a smaller set of tracks. Misha had seen things to defy the sanity of lesser men, but in his ten years of trapping and hunting in this barren corner of Kislev, he had never discovered anything like this. He wondered if the creature was being tracked by the other who had the smaller tracks, or maybe a trapper like him was being followed by this monster. Misha paused, wondering if he should try to help the trapper. Adding to his unease was the freshness of the tracks. The snow hadn't had time to cover the tracks.

For a brief second, Misha stopped to consider the situation. The hide from such a monstrous creature could bring him a fortune…and he wished to assist the poor soul who was obviously being pursued by the creature. Then his resolve wavered, and he knew that following the tracks would probably result in his death. "Da..." Misha said aloud. "No hide can be possibly be worth it…and the other fellow is on his own. Poor guy. Better him dead than both of us."

He then realized that both tracks were stranger than he had first assumed…they almost looked like…rat prints! Misha, trembling, turned about, and started to trudge off in the opposite direction. He hadn't gone more than few steps when he heard a roar behind him. Misha stopped and slowly turned about, dreading every second. As he glanced about, he saw something massive rising from the snow. Covered in thick red fur, it looked like a massive mutated rat. It rose up from behind a snow bank, bellowing and glaring at Misha with hate filled eyes. Misha's stomach churned, the monstrous thing almost looked human, but with a rat's head! Misha started to walk backwards, slowly. The thing burst forward towards him. As Misha spun about, struggling in the deep snow, he noticed that the damn thing had a collar on! His frantic mind wondered for just a second about who and why would anyone put a collar on a monster! He continued to struggle frantically through the snow as the thing easily bounded closer and closer to him...

History of Clan Moulder

Like Clan Eshin, Clan Moulder was guided to the Hell Pit and its domain in Kislev and the World's Edge Mountains by a Grey Lord known as Lord Malkrit. The Clan has maintained a low profile, gathering its time and its resources. They avoid interfering in the politics of Kislev. During the last incursion of Chaos, a great battle was fought around the Hell Pit, and many of their creatures were tested in the battles around Hell Pit. Some of the monsters subdued in the battle were later brought down to the Clan Moulder Breeding Pits to further the Clan's evolutionary practices.

Description

Clan Moulder has gained their power from their special breeding projects and their acquisition of the Warpstone necessary to their experiments. From their Clan home of Hell Pit they carry on experiments in breeding. By applying Warpstone and selective breeding programs, they have developed an army of beasts that can rival any force that the other Clans may field. Clan Moulder only sells sterile beasts to other Clans, using their profits to fund their experiments.

The leader of Clan Moulder is Packlord Verminkin. He controls a small ruling elite, consisting of Breeders and Trainers. Since many of the Clan are focused on training and breeding the creatures, the politics and scheming within the Hell Pit is more subdued. Once members of Clan Moulder leave the strict hierarchy of the Hell Pit, they often plot against each other, so that considerable political maneuvering within Clan Moulder takes place outside of the Clan holdings, amongst the members on excursions and missions.

Clan Moulder Warrior Career Table

Roll	Skaven Career
01-50	**Clanrat Warrior**
51-55	**Blood Hunter**
56-65	**Handler**
66-70	**Mercenary**
71-75	**Messenger**
76-80	**Rat Herder**
81-85	**Renegade**
86-90	**Skaven Guide**
91-100	**Stormvermin**

Clan Moulder Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Moulder. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

BEAST HUNTER

The Clan Moulder Beast Hunters seek out and hunt down the beasts used in Clan Moulder experiments. The Beast Hunters spend weeks or even months pursuing their quarry, before capturing them with nets, clubs, or poisoned weapons. Then the easy part of their job is over, next comes the bickering over the capture and transporting and returning the monstrosity back to Clan Moulder Warrens. Who gets credit for the capture often begins in arguments and end in deadly and earnest fights between hunters, each seeking to take the credit for the capture, and to rob their rivals of it. Some Kislevan trappers have seen a trapped creature surrounded by the bodies of a band of Skaven who managed to kill each other after capturing the beast. Still few expeditions end in such bitter fighting, since the task of returning such monstrosities is a difficult task and require the attention and cooperation of all the Beast Hunters.

The Clan Moulder Beast Hunters serve an important role in the society, albeit a dangerous one. Tiring of the dangers many seek to become Handlers or Trainers to better their position.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+2	+2	+6	+30	+1	+10	+10	+10	+30	+20	-

Skills

Animal Care
Drive Cart
Follow Trail
Game Hunting
Set Traps
Shadowing
Specialist Weapon Blowpipe
Specialist Weapon Lasso
Specialist Weapon Net
Strike to Stun

Trappings

Blowpipe
Caged Cart Pulled by Team of Giant Rats
Club
Fur-lined Cloak
Long Knife
Mace
Mantrap
30 Yards of Rope
Vial of Poison

Social Class: 3

Career Entries

Clanrat Warrior (Clan Moulder Members Only)
Night Creeper
Pack Master
Skaven Guide (Clan Moulder Members Only)
Skaven Scout (Clan Moulder Members Only)

Career Exits

Blood Hunter
Clan Guard
Night Creeper
Pack Master
Rat Herder
Warden

BREEDER

The abominations created by Clan Moulder are the products of specialists who have learned the secrets of Warpstone and cross breeding. These specialists are known as Clan Moulder Breeders and they are held in high regard within the Clan. From their artificially lit breeding pits and cages deep in the Hell Pit, they apply special Warpstone Compounds and selective breeding to create abominations. There are numerous hazards in their occupation. Breeders may become exposed to too much Warpstone, and find themselves twisted in both mind and body, or the tortured creatures they have experimented upon breaks free and tears their tormentors to pieces.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+20	-	+20	+10	+30	+20	+20	-

Skills
Breeding
Brewing
Chemistry
Cooking
Prepare Drugs
Prepare Warpstone Compounds
Trappings
Apron
Laboratory Cave
d6 Massive Cages
Social Level: 4
Career Entries
Trainer
Career Exits
Advisor

PACK MASTER

Clan Moulder's location in the frigid north of the Old World and its limited Warrens and food resources has kept its population of Skaven far lower than the other three major Clans. To remedy this Clan Moulder has long depended upon its hordes of bred monstrosities. Those who have fought Clan Moulder never forget the packs of Giant Rats tearing into their ranks as Rat Ogres hurl their foes through the air with ease.

Clan Moulder's packs of creatures are led by the Clan Moulder Pack Masters, also known as Handlers. Their job in not an easy one, they must fight not only their enemies but they must try to keep the packs under control, and many Handlers, distracted by the battle, find themselves torn apart by their own pack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	+1	-	+3	+10	-	+10	+10	+10	+10	+10	-

Skills

Animal Care
Dodge Blow
Specialist Weapon Flail
Specialist Weapon Sling
Specialist Weapon Whip
Strike to Injure

Trappings

Club
Collar with Leads
Leather Armor
Hand Weapon
Pack: consisting of either 1 or 2 Rat Ogres, 1-6 Giant Rats, 1-3 Special Rats, or a Swarm of Rats
Whip
Whistle

Social Level: 2

Career Entries

Clanrat Warrior (Clan Moulder Members Only)
Rat Herder (Clan Moulder Members Only)
Skaven Guide (Clan Moulder Members Only)

Career Exits

Beast Hunter
Clan Guard
Clanrat Warrior
Rat Herder
Skaven Scout

TRAINER

Deep in Clan Moulder's main Warren, the Hell Pit, are the vast chambers that Clan Moulder houses its precious and horrifying creations. The air there is thick with the scent of unwashed fur, rotting feed for the monsters, and the stink of fouled cages and pits. Working amidst this horrific menagerie are the Clan Moulder Trainers, who provide for, care, and train the finished products of the Clan Moulder Breeders. The Trainer are specially trained, and they condition the beasts to accept Moulder control and domination. The Trainers are not always successful, and the unwary or distracted Trainers can be attacked and either mauled or killed by the beasts under their instruction and training.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+1	+2	+4	+20	+2	+20	+20	+20	+30	+20	-

Skills

Animal Care
Animal Training
Charm Animal
Mimic
Specialist Weapon Net
Specialist Weapon Sling
Specialist Weapon Whip
Strike to Stun

Trappings

Chain Shirt
Club
Net, One Barbed, One Non-Barbed
Spear
Whip
Whistle

Social Level: 3

Career Entries

Beast Hunter
Pack Master
Rat Herder (Clan Moulder Members Only)

Career Exits

Breeder

Chapter Ten-Clan Pestilens

This Chapter covers the mysterious plague ridden Clan Pestilens, who emerged from the teeming jungles of Lustria from an ancient exodus to wreck havoc upon both men and Skaven with foul diseases.

Hans looked down into the courtyard of the castle. He could have sworn he'd seen somebody down there. Despite the full moon, the courtyard seemed full of shadows. He looked about at the other walls, seeing the sentries pacing about. He picked up his halberd and decided to investigate. He walked down the stairs leading from the curtain wall to the courtyard. Once there he glanced about the courtyard, and headed towards the well he'd seen somebody. He looked about, dismayed. Clearly nobody was around. It was probably his nerves. Everyone was worried about the nighttime raids, people disappearing down in the village, and the omen! A strange meteor that had flashed about over the town a week ago and crashed into the nearby hills. Shortly after was that there was the battle in the hills, and the Count had driven off the small bands of rat-like Beastmen. Hans hadn't been there, but Axel had told him all about it the fierce fighting.

Hans wondered what anyone would be doing by the well anyways. It's not like anyone here was going to drink water, everyone had been drinking mead and ale all night to celebrate their victory! And it couldn't be anything devious… What? Would someone poison the well? Of course not. Who'd poison the well? Should have poisoned ale! Hans just knew his imagination had been fired up by Axle's chilling description of the battle.

Hans took his helmet off. He reached over to the rope and brought up a bucket of water. He took greedily gulped down the water. It tasted odd, but everything does after too much ale. Hans wiped his brow, and then put his helmet on. He took one last look around the courtyard, before heading towards the stairs to the wall. He started climbing up. Halfway up he stopped, as his body was wracked by a fit of violent coughing. "I must be getting sick" he spoke out loud. He did feel a little hot...

Maybe Hans hadn't dressed warmly enough, and had taken in a chill. He climbed back up to the wall to resume his watch on the tower. Looking out over the battlements, he failed to see the figure detach itself from the shadows and creep stealthily away from the courtyard. Hans continued to cough.

History of Clan Pestilens

The history of Clan Pestilens begins with the Disaster at Skavenblight, and their consequent pilgrimage to Lustria, where they developed their own "cult" within the Cult of the Horned Rat. They had been forgotten, and returned to the Old World, battling Skaven Clans in the Southlands, and went to war with the Council . This war finally ended in the reintegration of Clan Pestilens into Skavendom. They were then responsible for the release of a number of diseases into the Old World, and played a role in the Second Skaven Civil War.

Description

Clan Pestilens are foul and verminous, spreading plague and pestilence through their foul rites and experiments. Responsible for many of the plagues that swept the Old World, they are responsible for more deaths than any other Clan. Filled with ritual, the members of this Clan adopt a bizarre cult version of the Cult of the Horned Rat, organizing themselves along religious lines.

The leader of this Cult is the Plaguelord, who is, according to the Priesthood of Pestilence, the favored of the Horned Rat. The Plaguelord is the head of the Clan and the Cult of the Priesthood of Pestilence. He wields phenomenal power over the fanatic followers. His servants are the Plague Priests, who make up the ruling hierarchy of the Priesthood. Below them are the Plague Monks, the fervent soldier followers of the Priesthood, who are half-mad with religious fervor. A small faction, the Plaguelords, are kept separate from the Clan, and it is these Plaguelords who create and concoct the deadly plagues, diseases, and miasma that give Clan Pestilens so much power.

The stronghold for Clan Pestilens exists underneath the humid jungles of Lustria, and a number of captured strongholds in the Southlands. They also have a strong foothold in Skavenblight, maintaining their own quarter there.

Clan Pestilens Warrior Career Table

Roll	Skaven Career
01-40	**Clanrat Warrior**
41-45	**Blood Hunter**
46-50	**Mercenary**
51-55	**Messenger**
56-65	**Plague Censer Bearer**
66-75	**Plague Monk**
76-80	**Rat Herder**
81-85	**Renegade**
86-90	**Skaven Guide**
91-100	**Stormvermin**

Clan Pestilens Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Pestilens. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

PLAGUE CENSOR BEARER

The Plague Censor bearers are the most devout and deranged warriors amongst the various monks of Clan Pestilens. They enter battle wielding a spiked metal ball bearing a small burning shard of Warpstone that emits a foul contagion. So great is the devotion and belief of the Plague Censor Bearer that they have no concern for their own life only seeking prove their fanaticism to their Priests and the Horned Rat. Inhaling the poisonous fumes from the Plague Censor can kill anyone, and it is only a matter of time before the fumes kill its frenzied bearer, oblivious to the fumes in a killing rage.

A maddened Plague Censor Bearer can careen through the ranks of the enemy swinging its poisonous weapon wildly about it, leaving crushed heads and bleeding lungs in its wake. Within minutes a small group of Plague Censor Bearers can rout an entire army. Those who survive each battle have their faith even further strengthened by the proof that the Horned Rat has blessed them with the opportunity to die at a later battle.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	+1	+1	+3	+10	-	+10	-	-	+20	+10	-

Skills

Frenzied Attack
Immunity to Poison
Specialist Weapon Flail (Plague Censer)
Specialist Weapon Two-Handed
Strike Mighty Blow
25% chance of Very Resilient
25% chance of Very Strong

Trappings

Long Knife
Plague Censer
Plague Monk's Robes

Social Status: 3

Career Entries

Clanrat Warrior (Clan Pestilens Members Only)
Plague Monk

Career Exits

Clan Guard
Plague Monk

PLAGUE LORD

Clan Pestilens relies upon the most insidious of weapons, plagues and disease, to further their secret plans. There seems to be no end to the diseases that Clan Pestilens unleashes upon the unsuspecting cities of the Old World. Few know where Clan Pestilens acquires these diseases, but many guess that the knowledge was gleaned from their long exile in Lustria.

Plague Lords are the Clan Pestilens members responsible for concocting the various diseases and contagions that are the preferred weapons of Clan Pestilens. The Plague Lords are the most elite within Clan Pestilens, and they carry out their sacred work in small workshops in Lustria using secret knowledge to concoct their foul products. They labor away in their strange and hidden laboratories, concealed deep beneath forgotten Slann pyramids dabbling with their deadly scourges. Outside of Clan Pestilens, their existence, their work, and their location are unknown.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	+1	+4	+30	-	+40	+10	+30	+40	+20	-

Skills
Biology
Chemistry
Immune to Disease
Prepare Warpstone Compound
Read/Write
Speak Ancient Slann

Trappings
Access to Secret Laboratories
Apron
Gloves
Special Tokens for Admittance to Laboratories
White Robes

Social Status: 4

Career Entry
Plague Priest

Career Exit
Advisors
Skaven Seer

PLAGUE MONK

All the servants of the Horned Rat are expected to obey mindlessly the will of the Horned Rat and the Priesthood of Pestilence. Every member of the Priesthood is more than willing to sacrifice their meager lives for the greater glory and welfare of their priesthood.

Plague Monks are the fanatic followers of the Horned One and Clan Pestilens, and make up the vast majority of devotees in the Priesthood of Pestilence. In everyday Clan life, Plague Monks assist the Plaguelords, performing devotions, rituals, and other fiendish practices. In battle the Plague Monks are fierce enemies, entering a killing frenzy of religious zeal, throwing themselves on their enemies regardless of the terrible wounds they suffer.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+2	+20	+1	+10	+10	-	+10	+10	-

Skills
Cult Lore
Frenzied Attack
Strike Mighty Blow
Trappings
Hand Weapon
Long Knife
Plague Monk's Robes
Talisman of Clan Pestilens
Social Status: 3
Career Entries
Clanrat Warrior (of Clan Pestilens)
Plague Censer Bearer
Career Exits
Plague Priest
Plague Censer Bearer
Skaven Squealer
Skaven Torturer

PLAGUE PRIEST

Plague Priests make up the leadership of the Clan Pestilens Cult of the Horned Rat. Practicing foul rituals for the Horned Rat, they are responsible for all manners of atrocities. These Priests make up the higher echelons of the Priesthood of Plague, and are responsible for maintaining a degree of dogma and adherence to doctrine within the Clan. They are often called in as Inquisitors within the Clan to weed out heretics and maintain a state of unholy submission. Dedicated to the spread of plague and disease, they are greatly feared. They are amongst the most fervent of adherents of the Horned Rat.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+1	+1	+4	+30	+2	+20	+20	+10	+20	+20	-

Skills
Cult Doctrine-Priesthood of Pestilence
Manufacture Drugs
Public Speaking
Secret Signs: Clan Pestilens
Torture

Trappings
Book of Litanies
Mace
Robes of the Priesthood
Symbol of the Priesthood

Social Status: 4

Career Entries
Plague Monk
Scribe (of Clan Pestilens)

Career Exits
Advisor
Skaven Seer
Plague Lord

Chapter Eleven-Clan Skryre

This Chapter covers the final, and most powerful, of the four major Skaven Clans. Clan Skryre maintains their power and influence through the use of dreadful weaponry, combining foul magic and insane technology.

Fritz and his companions were adventurers! This shouldn't be happening to them! They'd fought Orcs, Goblins, and even a troll. When the villager's asked them to deal with a few Skaven, Fritz had laughed and said "No problem." They'd fought the Skaven before. The wretched rats had shoddy weapons that broke, and fled after you ran a few through.

But Fritz couldn't figure out what had gone wrong this time. They'd gotten into the old mine easily enough. But the Dwarf had been shot right in the heart by some sort of monstrous gun. Then Albrecht von Hassendorf and the bounty hunter Gunthar had breathed in some sort of gas that had been dropped in some kind of glass spheres from above. The sound of von Hassendorf and Gunthar's hacking, their bulging eyes, their tearing at their throats still terrified Fritz. Now Fritz and Johann had easily cut down almost a dozen of the horrid little beasties and retreated to this room. They were barricaded in an old room in the mine, and there was no way the Skaven could get in, yet neither could the two adventurers get out. Fritz clung to the hope that the villagers would come up to investigate. At least they were safe in here from the Skaven, for now. The two seasoned adventurers could hold their own here, the pile of corpses choking the hallway attested to that.

Then out in the hallway, Fritz sensed movement. Fritz saw hunched Skaven wrestling with some sort of contraption. The Duelist just smiled at the beastly little things struggling with their burden. It wasn't one of those guns that had killed Gromli, Fritz could just leap out and cut them down before they could set the thing up. Fritz leaped over the upturned table blocking the doorway. Pulling out his rapier and his dagger, the duelist rushed suddenly towards the Skaven. The one in the back comically started pumping away at a little hand pump. Fritz laughed as he lunged forward at the Skaven that in the lead, pointing a little hose at him. Fritz thought "What? Are they trying to spray me with ale?"

Johann, rushing over the table to follow Fritz, stopped as he saw a stream of flame burst out from the Skaven device and consume Fritz. In seconds Fritz, in the middle of a lunge, and been obliterated. Johann leapt back behind the table, terrified. Panic seized him as he heard the Skaven creeping forward.

Johann last thoughts were that he wished he'd been a blacksmith like his father.

History of Clan Skryre

After the disaster at Skavenblight, the Greylords led the Skaven to all corners of the world. The Grey Lord who commanded Clan Skryre decided to keep his Clan behind at Skavenblight. It was here in Skavenblight that Clan Skryre turned their energies on the study of their foul arts, and picked apart the machinery that had created the disaster, tearing apart its secrets. When the local Clans sought to conquer Clan Skryre's holdings, they turned their knowledge to war, and quickly enslaved a number of Clans. Clan Skryre quickly rose to great power in the Council, and the Warlocks of Clan Skryre played an important role in battling the Undead at Cripple Peak.

When the Council, and their dominion over Skavendom was challenged by Clan Pestilens, they turned to an alliance with Clan Eshin. With the introduction of all these new and powerful major Clans, Clan Skryre's supremacy was gradually eroding. When the Second Civil War broke out, as the result of Council actions at the behest of Clan Skryre, Clan Skryre unleashed used its mighty arsenal and seized and held the Shattered Tower for the remainder of the war. Eventually when the war ended with the Incarnation of the Horned Rat, and Clan Skryre resumed its role in the Council.

Description of Clan Skryre

Clan Skryre is a Clan that bases its power on knowledge and a bizarre blending of magic and technology. The power in the Clan is based not on Chieftains and Warlords, but rather ability in the magical arts and technological knowledge. The Warplock Engineers of Clan Skryre form the leadership, with those who are the most powerful assuming dominance over the less powerful. The head of the Clan is the most powerful Warplock Engineer, Lord-Warlock Morskittar, also one of the most powerful Councilmembers.

The troops that Clan Skryre uses are armed with an arsenal of weaponry. Not only are their opponents hammered by the magical knowledge of Clan Skryre, but also they find themselves attacked by Doomwheels, Warpfire Throwers, Warplock Jezzails, and Poison Wind Globes. Although their numbers may be small, their weapons are capable wreaking mass destruction, and many of the Skaven's greatest victories have been due to the ability and weaponry of Clan Skryre.

Clan Skryre Warrior Career Table

Roll	Skaven Career
01-10	**Artificer**
11-25	**Clanrat Warrior**
25-30	**Blood Hunter**
31-40	**Engineer**
41-45	**Mercenary**
46-50	**Messenger**
51-60	**Poison Wind Globadier**
61-65	**Rat Herder**
66-70	**Renegade**
71-75	**Skaven Guide**
76-85	**Stormvermin**
86-90	**Warpfire Thrower**
91-100	**Warplock Jezzail Sharpshooter**

Clan Skryre Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Skryre. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

ARTIFICER

Clan Skryre's unique activities create a great demand on manufactured goods and specialized equipment. To meet these necessities Clan Skryre trains a large number of its members in the arcane arts of invention. Artificers craft and manufacture all the weapons and instruments used by Clan Skryre. They build the various weapons of destruction used by the Clan. Since they play an important role in the Clan's welfare, their social position is better than those of typical Skaven laborers and artisans.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	+10	-	+30	+10	+20	+10	+20	-

Skills

Chemistry
Craftsmanship: Weapons
Metallurgy
Smithing

Trappings

Apron
Forge
Tools and Implements

Social Status: 2

Career Entries

Artisan (Clan Skryre Members Only)
Clan Skryre Engineer
Warden

Career Exits

Artisan
Doomwheel Driver (Warpstone Generator Engineer)
Warden

DOOMWHEEL DRIVER

One of the most terrifying of Clan Skryre's weapons is the dreaded Doomwheel. The Doomwheel is a large war machine driven by two large spiked massive wheels that crush the opposition into a bloody pulp. These twin wheels are actually large treadmills spun by Giant Rats who run about within the wheels. The spinning wheels are attached to a Warpstone Generator that draws energy from the inertia and can blast out bolts of Warplightning charring and burning its way through ranks of the enemy. The Doomwheel is steered and driven by a Skaven who rides high atop the apparatus and attempts to control this device notorious for its erratic speed and movement.

Doomwheel drivers are actually Clan Skryre engineers who are specialists at operating Warplightning Generators and Warpstone Generators, the devices used to power much of the Clan Skryre holdings. However, when Clan Skryre fights on the surface, they will occasionally place Warplightning Generators into the treadmills creating a Doomwheel. This war engine, while rare, is incredibly powerful, plowing over its opponents and mixing them into mulch.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	+10	-	+20	+10	+10	+20	+10	-

Skills

Animal Care-Giant Rats
Operate Warplightning Generator
Ride Doomwheel
Specialist Weapon Warplock Pistol

Trappings

Doom Wheel
Giant Rats
Hand Weapon
Helmet
Long knife
Protective Goggles
Rat Herder Assistant
Warpstone Pistol

Social Status: 2

Career Entries

Clan Skryre Engineer

Career Exits

Artificer
Clan Skryre Engineer
Warden

CLAN SKRYRE ENGINEER

The best and brightest of Clan Skryre are trained as Clan Skryre engineers. The Clan Skryre Engineers serve numerous duties in Clan Skryre. They design, build, and maintain the machinery operating within the Clan holdings, and help in developing and enlarging Clan warrens. Those successful in implementing their designs and avoiding the pitfalls of Clan politics will move on to become Clan Skryre Warlocks. The Clan Skryre Engineers are a powerful and major faction who carry a great degree of weight in Clan decisions. Even the Clan Skryre Warplocks empathize with Clan Skryre Engineers since all the Warplocks served their apprenticeship as Engineers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	+10	-	+10	-	-	-

Skills

Carpentry
Engineering
Read/Write
Set Traps
Smithing
Spot Traps

Trappings

Drafting Tools
Hand Weapon
Leather Jerkin
Leather Helmet
Parchment

Social Status: 2

Career Entries

Artificer
Artisan (Clan Skryre Members Only)
Doomwheel Driver (Warpstone Generator Engineer)
Scribe (of Clan Skryre)

Career Exits

Clan Skryre Warp Engineer: Warpseer
Mine Overseer

POISON WIND GLOBADIER

Many Skaven armies have been picked to pieces long before closing with their enemy since their armies lack sufficient ranged weapons. Part of Clan Skryre's success in defeating other Clans and performing well on the battlefield have been its creation of ranged armaments. Some of the best known and deadliest of Clan Skryre's weapons are the Poison Wind Globes, glass balls the size of a head filled with poisonous vapors.

The Poison Wind Globadiers are specialists in the use of Poison Wind Globes. Poison Wind globes are weapons of incredible use in the close knit and stifling Skaven burrows, and Poison Wind Globadiers have been instrumental in many of the Clan Skryre victories.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	+1	+2	+10	-	+20	-	-	-	-	-

Skills

Ambidextrous
Immunity to Poison
Marksmanship
Specialist Weapon Incendiary
Specialist Weapon Poison Wind Globe
25% chance of Very Resilient

Trappings

Gas mask
Hand Weapon
2d4 Poison Wind Globes
Satchels

Social Level: 2

Career Entries

Clanrat (Clan Skryre Members Only)
Clan Guard (Clan Skryre Members Only)

Career Exits

Clan Guard
Warpfire Thrower
Warplock Jezzail Sharpshooter

WARPFIRE THROWER

The most feared Clan Skryre weapon is the Warpfire thrower. Dangerous to both its enemies and its bearer, it is capable of incredible destruction. Clan Skryre only employ its most courageous, fool hardy, or mad Skaven to operate these.

This remarkable weapon requires the use of at least two Skaven, one operating the nozzle, the other carrying the Warpconcentrate barrel. One Skaven carries on their back the fuel source, a large barrel of Warpstone Concentrate. The Skaven bearing the barrel also has a small hand pump worn on a harness that hangs across their chest. When the Warpfire Thrower is to be used, the bearer vigorously operates the hand pump, forcing the Warpstone Concentrate out of the barrel and down the hose. This hose is held and directed by the second Skaven who operates the nozzle. This Skaven ignites the Concentrate spraying out, turning the Concentrate into a stream of Warpfire. The effect of Warpfire is terrifying to behold, as its caustic stream sets everything alight as the same time the Warpstone mixture warps and twists and aggravates the existing damage.

This weapon is far from perfect, and is nearly as dangerous for the crews operating it as for the enemy facing it. The mechanisms that control the Warpstone Concentrate must bear the incredible pressure and volatile use. Too much pressure, a blockage in the pipe, or a mislight of the Warpstone Concentrate can have terrible consequences, usually resulting in the catastrophic explosion of all the Warpstone Concentrate, killing its operators and all those nearby.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	+10	+1	-	+3	-	-	+10	+10	+10	+10	-	-

Skills

Specialist Weapon Warpfire Thrower

Very Strong

Trappings

Dagger

Long Knife

Warpfire Thrower (Warpfire Concentrate Barrel, Hand Pump, and Hose with Nozzle)

Social Status: 3

Career Entries

Clan Guard (Clan Skryre Members Only)

Clanrat Warrior (Clan Skryre Members Only)

Clan Skryre Globadier

Career Exits

Clan Guard

WARPLOCK JEZZAIL SHARPSHOOTER

Clan Skryre chooses its most coordinated young warriors to be Sharpshooters. These Sharpshooter use the powerful Warplock Jezzails that Clan Skryre uses with such deadly effectiveness. The Warplock Jezzail is a type of firearm that fires a projectile made of Warpstone that causes grievous injuries, ones infected or tainted by the Warpstone bullet.

Using Warplock Jezzails, the Sharpshooters send a withering hale of fire that cuts through ranks of their enemies. The Warplock Jezzail teams consist of two member, one who aims and fires the weapon, and the second one acts as a spotter and props up the pronged firing rod used to support the Jezzail barrel. They act quickly and effectively, blasting away in large teams in massive volleys to blunt offensives, or sneaking about in small groups finding positions to snipe down upon enemy leaders and officers. The Warplock Jezzail is truly dreaded weapon, and its sharp-eyed snipers ensure its reputation.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	+20	-	-	+2	+10	-	+10	+10	-	+10	-	-

Skills

Excellent Vision
Marksmanship
Specialist Weapon Firearms
Specialist Weapon Warplock Jezzail

Trappings

Hand Weapon
Long Knife
Pouch with 20 Warpstone Jezzail Rounds
Pronged Firing Rod
Warplock Jezzail

Social Status: 2

Career Entries

Clanrat Warrior (Clan Skryre Members Only)
Clan Skryre Globadier

Career Exits

Artificer
Clan Guard
Doomwheel Driver (Warpstone Generator Engineer)

WARPLOCK ENGINEERS OF CLAN SKRYRE

At the top strata of Clan Skryre's peculiarly stratified society reside the Warplock Engineers. The Warplock Engineers of Skaven society enjoy a privileged position in Skaven society based upon the arts that only they may practice. Since the First Order of the Council of Thirteen, only Grey Seers and members of Clan Skryre may practice magic, and the Warplock Engineers have reaped the benefits of this order and made Clan Skryre the most powerful of all the Clans. The Warplock Engineers seek to wed technology, Warpstone, and magic to create nightmarish weapons and spells.

For the special rules for Spellcasters, see the Skaven Magic section for more details.

WARPSEER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	+10	-	+10	+10	+10	+10	-	-

Skills
Arcane Language Skaven
Art: Drafting
Cast Clan Skryre Spells Level 1
Chemistry
Manufacture Warpstone Potions
Metallurgy
Secret Language Warplock
Secret Signs Warplock

Trappings
Clan Skryre Robes
Clan Skryre Talisman of Rank
Drafting Tools
Pouch of Two Measures of Refined Warpstone
Staff of Rank

Social Status: 3

Career Entries
Clan Skryre Engineer

Career Exits
Skaven Seer (Clan Skryre Members Only)
Warpweaver

Special Rules
The Warpseer starts with a Warpstone Tolerance of 2d6.

WARPWEAVER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+3	+20	-	+20	+10	+20	+20	+10	-

Skills
Cast Clan Skryre Spells Level 2
Magic Sense
Prepare Poison
Refine Warpstone
Rune Lore
Scroll Lore

Trappings
Clan Skryre Robes of the Warpweaver
Clan Skryre Talisman of Rank
Pouch with Four Measures of Refined Warpstone

Staff of Rank
Social Status: 3
Career Entries
Warpseer
Career Exits
Warpsquealer
Special Rules
The Warpweaver gains 3d6 points to their Warpstone Tolerance upon gaining this level. This is cumulative with those gained from the Warpseer career

WARPSQUEALER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	-	+1	+3	+20	-	+30	+20	+30	+30	+20	-

Skills
Cast Clan Skryre Spells Level Three
Identify Undead
Identify Magical Artifacts
Intimidate
Magical Awareness
Manufacture Warpstone Concentrate
Siegecraft
Trappings
Clan Skryre Robes of a Warpsquealer
Clan Skryre Talisman of Rank
Pouch of Four Measures of Refined Warpstone
Staff of Rank
Vial of Warpdust Potion
Social Status: 4
Career Entries
Warpweaver
Career Exits
Warplord
Special Rules
The Warpsquealer gains 3d6 points to their Warpstone Tolerance, cumulative with those gained from their previous Clan Skryre careers.

WARPLORD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+1	+1	+4	+30	-	+40	+30	+40	+40	+30	-

Skills
Advanced Warpstone Experiments
Cast Clan Skryre Spells Level Four
Cryptography
Influence
Manufacture Warpscrolls
Specialist Weapon: Warplock Pistol
Tactics
Trappings
Clan Skryre Robes of a Warplord
Monocle

Pouch of Four Measures of Refined Warpdust
Seal of Clan Skryre Authority
Staff of Rank
Talisman of Authority
Two Vials of Warpstone Potion
Vial of Warpstone Concentrate
Warplock Pistol (Concealed)

Social Status: 5

Career Entries

Warpweaver

Career Exits

Advisor

Special Rules

The Warplord gains 3d6 points to Warpstone Tolerance, cumulative with those gained from previous Clan Skryre careers.

Chapter Twelve-The Council of Thirteen

This mission had compelled Thraskabak to exert himself and his abilities to the utmost. Thraskabak felt a certain pride that he had gotten this far, an act that even the best assassins of Clan Eshin might not be able to accomplish. Thraskabak had been chosen from all the Council Agents for this particular mission, the most important assignment he had ever been given, an assignment that would threaten to end the world and bring the Horned Rat to dominance.

It had taken Thraskabak four hours to penetrate this deeply into Castle Reikguard. He had nearly been discovered half a dozen times, and it was only the will of the Horned Rat that he had gotten this far. He knew that it was only tonight, on Geheimisnacht, that such a daring act would succeed. Tonight it had been foretold in the prophesies that the Horned Rat's bidding would be done on this most foul of all nights, and that a shadow would fall across the Empire, that the Council's plan would blossom to fruition after many long years. Thraskabak was overwhelmed by the role that he had been given in this, probably the greatest of the Horned Rat's schemes!

And now, Thraskabak had finally arrived before Crown Prince Wolfgang's quarters. Behind these doors was the ten year old heir to the Empire. Thraskabak knew that getting past the guards and the sorcerous protections would be too much for even him assisted by the Horned Rat, but he knew he had to go no further than this small alcove outside the prince's room. For there, left on a table as the prophecy had foretold, was a pitcher of water, one that would be served to the young heir tomorrow morning!

Thraskabak approached the table and its waiting gold pitcher. He pulled out a pouch that was hanging from around his neck, drawing it out from under his clothes with exaggerated caution, and then reverently opened it. Inside was a small vial, covered in ruins and sealed by the Seerlord himself. Inside was a concoction that had been created and would do the Horned Rat's will. Nobody was sure what the effects of this warpstone solution would be, maybe not even the Horned Rat itself, such was the way of the Horned Rat. It effects were bound to be spectacular, the prophesy foretold of the Empire in flames! Thraskabak said a brief and quiet prayer to the Horned Rat as he poured the colorless and odorless Warpstone compound into the pitcher.

Exalted that the deed was done, Thraskabak turned away from the Crown Prince Wolfgang's quarters and disappeared into the darkness, to return to the party of Grey Seers outside the castle eagerly awaiting his escape. Tonight was another triumph for the Council of Thirteen and its bedamned lord.

Description of the Council of Thirteen

The Council of Thirteen is undoubtedly the most powerful and feared authority in all of Skavendom, and with such esteemed membership as the Horned Rat himself at its head, the scope and breadth of its power is unsurprising. Few directly challenge the authority of the Council of Thirteen, although the more crafty may attempt to circumvent or manipulate Council decrees.

The greatest problem involving the Council is the Council itself. The Council has twelve members, with the thirteenth position being filled symbolically by the Horned Rat himself. The Council was set up by the Horned Rat two centuries ago, according to the dictates engraved on the Pillar of Commandments. The members of the Council are known as the Lords of Decay. The Council is organized in a circle of power, with the Horned Rat at the thirteenth and highest position. The position of the seats is numbered in a circle from the seat to the left of the Horned Rat, known as the first seat, around the circle until it ends at the seat on the Horned Rat's right, the seat number twelve. The occupants of the seats closest to the Horned Rat at the head of the circle are the more powerful in the Council of Thirteen. The most prized seats are those directly adjacent to the Horned Rat's chair, these seats are the first and twelfth seats, held by the Seerlord and the Lord Warlock of Clan Skryre respectively.

When the Council needs to decide on a motion, action, decree, or referendum, the Council will vote. Each Lord of Decay may vote in favor or the motion or abstain. When a Lord of Decay abstains from a vote, it vetoes the vote of its "opposite number" in the Council. The opposite numbers are Seats 1 and 12, 2 and 11, 3 and 10, 4 and 9, 5 and 8, and 6 and 7. This system of opposing votes with vetoes by equally powerful members of the Council can be paralyzing. Long before a motion comes to a vote, the political battle begins. Bargaining of all sorts, threats, blackmail, application of political and military pressure, bribery, slander, begging, plotting, conspiring and any other means to pass a vote, or to block an enemies vote. The alliances are always changing, and the Lords of Decay see no problem in exercising outside pressure to influence the Council.

All too often the political maneuvering and plotting began before the motion was even placed before the Council. Lords of Decay will manipulate and interfere with Clan matters to influence or alter conditions that the Council will meet upon; rivals will seek to counter these moves by using other Clans to prevent further plotting or progress. By plotting and scheming beyond the Council chambers they hope to further their own ends. The subterfuge played within and without the Council Chambers is unsurpassed anywhere else in the Old World.

Duties and Powers of the Council of Thirteen

The Council is supposed to serve numerous functions. It serves as the absolute head of the Cult of the Horned Rat. All (or at least most) Grey Seers obey and serve as minions to the Council. The Council relies on the Cult as the source of its best servants. It may demand the service of any Clan represented by it, but it simply can not trust or rely on such dubious allies. The Council also maintains a large number of Skaven agents.

The Council functions as the highest legislative and mediating authority in Skavendom. All decisions and decrees from the Council are final. There can be no higher appeal other than the Horned Rat himself.

The Council also wields a great degree of economic control. With all the Warpstone Tithes coming from the individual Represented Member Clans, and the holdings of Warpstone Reserves, they wield considerable influence, and can exert economic pressure upon any opposing the Council will.

The Council and its servants are the only group allowed to interact or deal with the societies living above ground. Although this is law, many Clans engage in secretive actions such as raids, abductions, or small trade transactions, but all these are heretical transgressions and punishable by death. Despite the punishments, this law is often violated, sometime with the unspoken permission of the Council.

Finally, the Council can draw on the military strength of any Clans to provide them with a certain amount of troops. Such troops though, are often the worse, and the strain in controlling large groups of troops from different Clans is to awkward to employ on a regular basis.

Despite all the legislative, economic, military and religious authority, the Council simply can not control all that happens in the Skaven Under-Empire, much less all of Skavendom. Skaven society is just far too dispersed and spread out to administer with that degree of authority. The divisions and plotting of the Council further complicate the already complex issues.

Current Membership of the Council Of Thirteen

The current Lords of Decay have all held their seats for at least the last two centuries. They are organized by their seating. They are not listed not by their power, but by the numerical arrangement of their positions.

Seat One-**Lord Kritslik the Seerlord**
Seat Two-**Greylord Skrisnik**-**Warlord and Seer of Clan Skrisnik**
Seat Three-**Lord Sneek, Lord of Decay, Nightlord of Clan Eshin**
Seat Four-**Lord Paskrit, Warlord-General of all Skavendom**
Seat Five-**Lord Kratch Doomclaw-Clan Warlord of Clan Rictus**
Seat Six-**Lord Gnawdwell-Clan Warlord of Clan Mors**
Seat Seven-**Lord Vittrik**
Seat Eight-**Arch Plaguelord Nurglitch of Clan Pestilens**
Seat Nine-**Lord Verminkin, Packlord of Clan Moulder**
Seat Ten-**Lord Azarskittar-Greylord of the Southlands**
Seat Eleven-**Lord Burr-Keeper of the Temple**
Seat Twelve-**Lord Morskittar-Lord Warlock of Clan Skryre**

Skaven and Council Dealings with Humanity

The Skaven find humanity to be intelligent, yet greedy and willing pawns to their plots. The Council of Thirteen, through its agents, interact and manipulate human affairs for their own benefit. Humans who are viewed as potential pawns may be approached by other trusted human Skaven agents with simple tasks or jobs to test their mettle. By this means the Skaven will often acquire items or tome of great power of influence. The Skaven may keep these items to use for themselves, or they may barter and trade these artifacts with greedy humans for even more important items, information, or leverage. The Skaven also acquire human wealth in coins, gold, and gems with which to entice greedy humans to do their bidding. Skaven will only deal directly with completely corrupt and evil humans, other humans will be manipulated by Skaven proxies. The Skaven through sorcery and stealth, can easily attain a wealth of information to set up or blackmail those they seek to use or dispose of, and the Skaven have become masters at using this to control and destroy people of renown and power.

Those humans who are a threat to Skaven will be abducted at night by the Skaven, and dragged down to hidden tunnels and lairs beneath the sewers, never to be seen again. Those less worthy of this treatment, are merely harassed or intimidated by human Skaven agents.

These humans who are Skaven agents are often people obsessed with power and secret knowledge, and are easily ensnared by the Skaven into a vicious circle of blackmail, delusions, power, and wealth. A few of these humans are actually Cultists who become worshippers of the Horned Rat, seeking the power and influence and the blessing of the Horned Rat. They hope to escape what will befall the rest of humanity when the Skaven shall inherit the earth. Their hopes and fervent prayers are useless, of course, but these wretched men are little more than puppets to the Skaven.

The Skaven have implemented a number of policies to interact with humanity, one of the more ingenious being their use of fake merchant businesses under the control of human agents to acquire Warpstone and other important artifacts. These items are smuggled secretly to cities under the guise of alchemical ingredients where they will are eagerly secreted away by the Skaven.

Only the Council of Thirteen and the Cult of the Horned Rat are allowed to authorize interaction with humans, but this edict is often ignored, and the Council and Cult, aware of most if not all of these violations, bide their time, waiting to blackmail or expose the Clans that are violating the edicts at a time when it serves their purposes.

Council Minion Careers

The Council of Thirteen uses many agents and minions to maintain its control over Skavendom. They serve many purposes, such as spying on Clans or advising Clan Chieftains. The most proficient will be sent to work in sensitive and delicate operations against humanity.

All Grey Seers must enter and complete one Council Minion Career before they can progress beyond Grey Seer Second Level. They must prove to the Council that they are loyal and capable by serving the Council and the Cult faithfully. Any of these Council Minion Careers with Grey Seer as a Career Entry may fulfill this. Once the Grey Seer has completed the Career, they may continue on in other Council Minion Careers or continue their advancement in the Cult as a Grey Seer. At any time, the Grey Seer may adopt a new career from a Career Exit of a completed Council Minion Career. Please note: If a Skaven in a Council Minion Careers wishes to enter another Minion Career, they must complete all the skills and advances before entering the next career. This rule applies to both Grey Seers and Council Minions. If the Skaven decides or is forced to go into a non-Council Minion Career, such as Renegade or Slave, than they do not need to finish all of the Council Minion Career before moving on.

AGITATOR

When dealing with other races and the Warlord Clans, the Council will employ agents able to stir up support, and influence others. Agitators are often intermediaries between human collaborators and the Council of Thirteen. They seek to manipulate and control others through threats, bribes, and offering information. The Agitators are often Grey Seers or other Council Agents who can be relied upon to remain pure and loyal to Skavendom. Their job is risky, and they may become ensnared in their own plots and treacheries, or captured by human authorities.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+20	-	-	+20	+20	+20	+20	+20

Skills

Bribery
Charm
History
Hypnotize
Influence
Speak Old Worlder

Trappings

Concealed Amulet of Council Authority
Long Knife
Warpstone Poison Capsule (Concealed)
Whatever Items Deemed Necessary for Task

Social Status: 4

Career Entries

Black Agent
Grey Seer
Skaven Squealer (By Council Invitation Only)

Career Exits

Black Agent
Council Agent
Council Mediator
Grey Seer of Next Level (if entered from a Grey Seer Career)

BLACK AGENT

The Council constantly seeks to extend its power over the civilizations that lie above the Skaven Under-Empire. To fulfill their schemes, the Council trains and then deploys a number of its agents amongst the societies above. Assisting Agitators, Council Spies, and other agents are the Skaven known as the Black Agents. Specialists in stealth and abduction, they operate as a secretive enforcement arm of the Council. Abductions of humans, such as nobles and other authority figures are often the work of Black Agents, who kidnap important targets and then return them to the Council, to be tortured, interrogated, sacrificed, or held for hostage. Their job is a demanding one, involving operating at night in human cities, sneaking about undetected, and eliminating any guards, watchmen, or sentries that stand in their way. Once the element of surprise is lost, and they are discovered or a hue and cry is raised, they may be captured, killed, or forced to flee back into the sewers, possibly upsetting all the carefully laid plans.

M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
-	+20	+20	+2	-	+6	+30	+2	+20	+10	+10	+20	+10	-

Skills

Conceal Urban
Scale Sheer Surface
Shadowing
Silent Move Urban
Specialist Weapon Blowpipe
Specialist Weapon Net
Spot Trap
Street Fighting
Strike Mighty Blow
Strike to Injure
Strike to Stun

Trappings

Barbed Net
Black Robes with Hood
Blowpipe and Darts.
Club
Concealed Amulet of Council Authority
Hand Weapon
Rope and Padded Grappling Hook
Warpstone Poison Capsule

Social Status: 3

Career Entries

Agitator
Council Agent
Grey Seer of next Level (if a Grey Seer)
Night Creeper (By Council Invitation Only)

Career Exits

Agitator
Council Agent
Council Honor Guard
Grey Seer (if entered from a Grey Seer Career)

COUNCIL AGENT

The Council Agents are Skaven that work closely to coordinate all of the Skaven actions in the Under-Empire. Their duties demand that they act openly, using their Council authority to remove whatever obstacles are in the way of the Council plots, demanding council with Clan Chieftains and all other formal political actions. They are capable of subterfuge, and travel about carefully noting anything of interest. Unlike most of the other minions of the Council, Council Agents are responsible for directing and implementing Council policy and directing other Council minions. They monitor the actions of other agents to make certain that all the other Council Agents are working effectively and are receiving the necessary support. This position is one usually given to those agents who have proven valuable in the past and are now deemed to knowledgeable and competent to lose in field duties.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+4	+20	-	-	+10	+20	+20	+30	+10

Skills
Acting
Blather
Cryptography
Disguise
Read/Write
Shadowing

Trappings
Concealed Amulet of Council Authority
Warpstone Poison Capsule
Whatever assistance is deemed necessary

Social Status: 3

Career Entries
Agitator
Black Agent
Council Spy
Grey Seer

Career Exits
Agitator
Black Agent
Council Assessor
Council Inquisitor
Council Spy
Grey Seer of Next Level (if a Grey Seer)

COUNCIL ASSESSOR

The Council Assessor is sent by the Council to confirm or assess Clan wealth or power. It is their job to note the size of Warpstone deposits and monitor troops. They ensure that treaties are kept, monitoring the sides in the conflict, and they also watch over other Council Minions to make sure that there is no abuse of Council wealth and power. Assessors report back any discrepancy in Council policy or in those administering it, and are often allowed to "rectify" the situation with the authority of the Council. Other duties include monitoring trade and supervising the acquisition of wealth from the races above. This wealth is then used to buy or bribe agents on the surface for Skaven plots. They are extremely powerful individuals and play pivotal roles in machinations of the Council and the Horned Rat. The Council Assessor even has a position higher than that of Council Agents.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+20	-	+20	+20	+30	+30	+30	-

Skills
Evaluate
Haggle
Intimidate
Numismatic
Read/Write
Super Numerate
Torture

Trappings
d6 Stormvermin Bodyguards
Amulet of Council Authority
Tablet of Council Authority
Council Agent Aide
Council Spy (in place at location)

Social Status: 4

Career Entries
Council Agent
Council Spy

Career Exits
Advisor
Council Inquisitor
Council Mediator
Grey Seer of Next Level (if a Grey Seer)

COUNCIL HONOR GUARD

The Skaven are not renown for their individual abilities on the battlefield. There are those Skaven however who excel at the martial arts and are the equal of any other warrior, and the best of these Skaven are known as the Council Honor Guard. The tall Albino Council Guards have the deserved reputation of being the fiercest and most skilled of Skaven Warriors. All of the Honor Guard are over six feet with white fur, and well trained with remarkably high morale. Their most distinctive feature is their white fur, which some are born with but others receive as a token of the will of the Horned Rat. Fanatically loyal to the Council of Thirteen the Council Guard never surrender and fight ferociously. Their responsibilities are to guard the unholy Skaven temple to the Horned Rat in Skavenblight and to guard the Council of Thirteen while in session.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+30	-	+2	+2	+6	+30	+2	-	+30	+10	+30	+30	-

Skills

Disarm
Dodge Blow
Specialist Weapon Halberd
Specialist Weapon Two Handed
Street Fighting
Strike Mighty Blow
Strike to Stun
Strike to Injure
Strongskaven

Trappings

Breastplate
Halberd
Helmet
Sleeved Mail Coat
Two handed Sword

Social Status: 4

Career Entries

Black Agents
Clan Chieftain (By Council Invitation Only)
Council Warlord (By Council Invitation Only)

Career Exits

Advisor
Clan Warlord
Council Inquisitor

COUNCIL INQUISITOR

The worst fate to befall a Skaven is to fall under the suspicion or into the clutches of a Council Inquisitor. The Council Inquisitors are amongst the most fanatic and blindly loyal of the Council Minions. It is there duty to root out and extract confessions from traitorous, treasonous, disloyal, heretical, or renegade Skaven. Proof or evidence of a Skaven's innocence to the Inquisitors is merely a well thought out scheme by enemies of the Council to free the traitor. For the Council Inquisitor, suspicion alone is enough to prove guilt. And no matter how innocent or guilty the accused is, the Inquisitors will always get a confession, and almost always under duress and torture. Even those caught in the act of treachery, will undergo an inquisition. The Inquisitors are not concerned with such trivial notions as "justice" and "the truth", but rather are more concerned with setting up, torturing, and attaining confessions from those chosen by the Council as scapegoats.

One of the reasons they are most feared are the lengths they will go to "extracting" the truth from an unwilling "subject". The Inquisitors usually start off by typical means of torture, such as thumb-screws, racks, iron maidens, starvation, sleep deprivation, hot coals, hot metal implements, glass in the eyes, repeated drownings, emasculation, flaying, and then move onto more intricate means, using surgical methods to remove non-vital organs, to gradually strip the muscles away, to aggravate and expose nerves, and then onto even more sophisticated measures, such as the use of chemical interrogation, forcing their victims to consume all manner of potions, poisons, and other chemicals to cause misery. If their victim still retains their will, they will then simply administer a "truth serum" and extract a response that way, or attempt to use hypnosis, but these last two mundane but successful methods are a last resort, and frowned upon due to their minimal ability to inflict lasting pain, torment and crippling injuries to their recipient. For the Inquisitors, the anguish and agony they cause is their meat and drink, the essence of their occupation, and they take pride in extracting the truth only after endless hours of the screams and pleading and choking of their victims. Many Inquisitors will ignore the early confessions just to prolong the Inquisitor's pleasure and the victim's suffering. These Inquisitors are as much experts in keeping their victims alive for further torture as they are at mutilating and maiming their victims body, mind, and spirit.

The Inquisitors are truly sinister individuals supporting the Council, and amongst the most trusted of their agents. However, the intricate nature of Skaven society, the plotting often results in an Inquisitor occasionally falling under the scalpel, the brands, and the bone saws of their fellow Inquisitors...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+4	+20	-	+30	+10	+20	+30	+20	-

Skills

Heal Wounds
Herb Lore
Intimidate
Manufacture Potions
Prepare Poisons
Speak Additional Language (usually Old Worlder)
Specialist Weapon-Whip
Surgery
Torture

Trappings

Amulet of Council Authority
Black Peaked Inquisitor Hood
Black Inquisitor Robes
Bone Saw
Daggers
Herbal Truth Serums (-40 WP during Interrogation Tests)
Numerous Nightmarish Torture Instruments of Iron and Leather
Scourge and Whips

Social Status: 4

Career Entries

Council Agent
Council Assessor
Council Honor Guard

Council Spy
Skaven Torturer (By Council Invitation Only)

Career Exits

Council Assessor
Council Spy
Grey Seer of Next Level (if a Grey Seer)

COUNCIL MEDIATOR

The Council must rule over many various Clans that all have differing styles of leadership, cultural variations, and needs. To further complicate leadership are the internal divisions and the degree to which every other Skaven is plotting to kill off their fellow Skaven. When warfare breaks out, or threatens to break out, the Council may send a Council Mediator to assess the situation. If the issues are harmful to Council interests, the Mediator may seek to end it by mediating between the sides. If fighting could be in the Council's interest, than the Mediator will pretend to seek a solution, while subtlety manipulating the sides to ensure that the Councils interests are met. Meeting with sides secretly, presenting false or unattainable demands, showing favoritism, and outright lying are all means of aggravating the tensions existing between the two sides. Of course, the effective Mediator will make certain that none know they are being manipulated, except for the masterful Council Mediator, who if successful, will leave the bloodshed behind to continue further Council missions.

The Council Mediators are amongst the most knowledgeable Skaven in terms of Skaven politics. The problem arises when these experts of political maneuvering, deception, and manipulation work against each other in hopes of promotion or favor. The resulting treachery is unsurpassed by all except for the Councils own devious machinations. Of all the Skaven minions, the Mediators exert the most power.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	+30	-	-	+30	+30	+30	+30	+20

Skills

Acting
Blather
Charm
Diplomacy
Dynastic Knowledge (Skaven)
Haggle
History
Influence
Intimidate
Law (Skaven)
Wit

Trappings

Amulet of Council Authority
Council Robes
d6 Honor Guard
Services of a Council Spy and Council Agent
Skaven Scribe

Social Status: 4

Career Entries

Agitator
Council Assessor
Council Spy

Career Exits

Advisor
Council Spy
Grey Seer of Next Level (if a Grey Seer)

COUNCIL SPY

Council Spies are similar to Council Agents, except that their work is far more specialized, accomplishing their means wholly through deception and subterfuge. Secretly insinuating themselves in Clans, they will operate for months, fulfilling Council orders, preparing to assist Clan Eshin assassination, Black Agent abductions, and spying on the Clans. The Council Spies are amongst the most common of Council minions and they are responsible for implementing most of the Skaven plans. Council Spies frequently work in conjunction with other spies that they may not be aware of, usually coordinated by a Council Agent. A handful of Council Spies operate in human society under close Council scrutiny, but they act and operate secretly in a manner where they cannot be seen, since it is nearly impossible for them to pass as human. They typically exert their energy through the use of anonymous tips and indirect subterfuge such as theft and redistribution of important or sensitive documents.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	-	-	+6	+40	+1	+40	-	+20	+40	+20	-

Skills
Conceal Urban
Palm Object
Pick Locks
Read Lips
Scale Sheer Surface
Shadowing
Silent Move Urban
Sixth Sense

Trappings
Dagger
Warpstone Poison Capsule
Whatever Assistance or Equipment Deemed Necessary

Social Status: 4

Career Entries
Black Agent
Council Agent
Council Assessor
Council Inquisitor
Council Mediator

Career Exits
Agitator
Black Agent
Council Assessor
Council Inquisitor
Council Mediator
Grey Seer of Next Level (if a Grey Seer)

Chapter Thirteen-Cult of the Horned Rat

"To surmise and see that those things that happen beyond our earthly sphere are reflected in consequences and implications here in the worldly sphere requires no great degree of thought. But is not our world one of Chaos? Is it not simply Chaos bound by natural laws in an orderly fashion and to a lesser extent by the order and perceptions of our minds? Are the supernatural and the natural not intertwined as lovers are? Now what if- as conjecture leads me to speculate-that not only the realms beyond us influence us- but that we too influence those things greater and far more terrible than us...

...is it possible that the Skaven are no less than a manifestation, a dark and morbid reflection of mans' cities, his civilization, even his fears? Are not the Skaven, their religion, and their foul dank world not just a growing shadow and a dark twin of man's deep and barren nature?"

-a passage from *The Malefactorum*, by Professor Theodosius.

Professor Theodosius, senior lecturer on Philosophy at the Nuln University, shortly before his mysterious disappearance, wrote *The Malefactorum*. This text proposed that in some way, nature of man and his cities are at least partly responsible for the manifestation of the Skaven and the Horned Rat. The whole issue was hotly debated with the printing of his book, until the intervention and suppression by the Cult of Sigmar, and the consequent burning of the debating Philosophy professors and "purification" of the remaining faculty. While an interesting idea, it is of course pure conjecture, and no one knows the true nature of the Skaven or their horned god.

The Horned Rat

(Thanks to Oliver for the original Horned Rat description that this one is based on.)

Description

The Horned Rat is the fearsome and insidious deity of the Skaven. Worshipped as the creator of the Skaven, the Horned Rat has seen fit to intervene to make live appearances, killing a couple of Skaven to bring Skaven society into line with his wishes. The Horned Rat seeks to overthrow the existing order by undermining it, gnawing away at the roots of the social existing order. The Skaven often call the Horned Rat the "Gnawer at the Roots of Reality", or the "Gnawer of the Fabric of the Universe". The Horned Rat is represented as either an immense black rat with red eyes, or as a huge black Skaven.

Central to the Cult of the Horned Rat is the belief that the Horned Rat will purge the world of all the dwellers above ground. In a ghastly cataclysm of disease and pestilence, the Skaven will boil out from their hidden fortresses and overthrow the civilizations above, and the Horned Rat's children, the Skaven, shall inherit the earth.

Alignment

All worshippers of the Horned Rat are Chaotic. Those non-Skaven that turn to worship the Horned Rat will begin to find their thoughts being warped and twisted, and a gradual shift to Chaotic will be inevitable.

Symbol

The symbol of the Horned Rat is a rough equilateral triangle, composed of three overlapping lines, with one point facing down. This symbol is prominent in Skaven heraldry, often splashed across shields and embellishing Skaven war banners. Many Skaven will brand or paint the symbol on themselves. The number thirteen figures prominently in the Cult of the Horned Rat, and is deemed a fortuitous number.

Area of Worship

The Horned Rat is worshipped by most Skaven in the Under Empire, but the Horned Rat is not exclusively served by Skaven. Under the bustling human cities, there are small cabals and cults of humans who serve Skavendom and practice dark rituals. Many are humans who have made foul deals with Skaven for dark and forbidden knowledge. Other humans rely on Skaven to aid them by abducting, killing, or spying on their rivals. Skaven frequently employ ambitious and unethical humans as their favored servants. Through the use of blackmail and the dissemination of knowledge, the Skaven can wield great influence in the cities of men.

Some humans seek to be spared the doom that the Skaven believe will befall humanity. All these humans worship in secret, often coerced into doing foul deeds, such as providing sacrificial victims, or recruiting more members. These groups are usually led by Grey Seers or other servants of the Council of Thirteen.

Temples

Skavenblight, the center of Skaven culture, is the heart of the Cult of the Horned Rat. Here in Skavenblight is an ancient temple built in a massive tower that reaches into the clouds. This ancient tower is believed to have been built by either men or dwarves, before the coming of the Skaven. The Council of Thirteen's chamber is in the inner sanctum of this blighted temple. Within this temple innumerable and horrible rites have been practiced by the blood-drenched worshippers of the Horned Rat. There are also smaller shrines to the Horned Rat in most Clan Holds in the Underground Empire.

Friends and Enemies

According to Cult doctrine, all civilized races like humans, Dwarves, and Elves are natural enemies of the Skaven. They should be used and manipulated by the Skaven to spread misinformation, distrust, and corruption, hastening the Horned One's arrival. Any temporary pacts or dealings should seek to further these ends.

All other religions, and the other Chaos gods, are despised. Particularly hated is Nagash and his Undead legions, with whom the Council has battled with innumerable times.

Unholy Days

Many foul rites are observed on nights when Morrslieb is full or new. The Holy Day of the Cult is the day of the Horned One's Incarnation during Vermintide.

Cult Requirements

Only Grey Seers may serve as official representatives of the Horned Rat. A number of Skaven Seers serve as interpreters of the Horned Rat's will, but then again, these unofficial seers are often executed as heretics by the Grey Seers when their divinations prove contrary or uncomplimentary to the will of the Council. A sub-cult also exists, known as the Priesthood of Pestilence within Clan Pestilens. Although this is not legally recognized, the Grey Seers ignore its existence.

Strictures

- Never disobey an order or decree from the Council of Thirteen.
- Always plot towards the Coming of the Horned One.
- Never doubt the superiority of the Horned One.
- Never enter an honest deal with Humans.
- Always respect Agents of the Council.

Spell Use

Grey Seers may use Battle Magic and Skaven spells.

Skills

In addition to the skills that Grey Seers and their Initiates learn, they must learn one of the following at each level: Bribery (blackmail), Charm Animal-Rats, Divination, Immunity to Poison, and Immunity to Disease. Each costs 100 Experience Points.

Trials

Trials for followers of the Horned One include recovery of Warpstone, abduction or killing of Cult enemies, betraying human allies, or infiltrating society. Also considered a trial would be any dangerous assignment offered to a Grey Seer by the Council of Thirteen.

Blessings

Blessings for Skaven will give bonuses to Bribery, Charming, Divination, Silent Move, or Orientation (underground only). One of the most common of blessings of the Horned Rat will turn the Skaven into an albinos, clearly marking that Skaven as a favored one. Other blessings include "gifts" of mutations.

Chapter Fourteen-Skaven Magic

Breathing hard, in short ragged gasps, Grey Seer Gristn'shir pulled himself up from all fours, the bodies of his Skaven bodyguard littered about him, charred and smoking from the blast that had nearly killed him. The Grey Seer quickly and quietly reached to the pouch at his waist. Reaching in, Gristn'shir pulled out a handful of gray powder, that almost seemed to move in his palm. Gristn'shir ignored the blood that flowed out of his mouth as he greedily gobbled down the oozing Warpstone. Instantly, he felt a wild surge of energy, pouring through his body, permeating every inch of him, with an intoxicating and heady feeling as his heart nearly burst out his chest, his eyes bulging, each muscle tense with anticipation. Gristn'shir saw the humans through the smoke, and focused all of his attention on the red robed wizard. Screeching forth the incantations, confidently in a shrill voice, as the power gathered around him, he focused all that awesome warp-tainted power in a blast of eerie lightning at the manling wizard and his companions.

Skaven Spellcasting

Only two groups of Skaven are capable of spell casting, Skaven Grey Seers and the Warplock Engineers of Clan Skryre. The exceptions to this rule are the original Grey Lords, who have nearly all died. The peculiar nature of the Skaven means that there are required a different set of rules for their spell casting abilities. These following rules only apply to Grey Seers and the Warp Engineers of Clan Skryre, since they are the only Skaven permitted to cast spells.

The Inherent Magical Nature of Skaven

All Skaven, being creatures of Chaos, and the progeny of the Horned Rat, are imbued with a certain degree of magical potential. When a Grey Seer Initiate or a Clan Skryre Warp Engineer is trained, they learn to develop this latent potential. This is represented by the Skaven Initiate or Warpseer starting off with its *Inherent Magic Potential* or *IMP*. This is represented by rolling 2d4 at the start of the career. This is a fixed number and will never increase above this number, although it will be reduced temporarily through spellcasting. The *Inherent Magical Potential* Points are used like magic points to cast spells, and are recovered at a rate of two points per hour of rest or complete inactivity. Since these points will never rise higher than the initial roll, to power greater spells the Skaven must consume Warpstone to provide them with the necessary power.

Skaven Spells

The Skaven differ considerably in their magical knowledge from the other races. The Skaven, being the blessed servants of the Horned Rat have been given special knowledge and foul incantations by their fiendish lord. Both the Grey Seers and the Clan Skryre spellcasters share some of the same spells, but each have spells specific to their traditions, but the Grey Seer spells are greater in power. If the Skaven spells seem powerful, it should be noted that a great many of them have long-term residual effects, rather than merely being awesome displays of pyrotechnics, and therefore need to be carefully thought out before being used. Grey Seers often hide beneath the houses of prominent people, casting spells to erode their mental state and sow discontent amongst friends. Grey Seer spells appear as an eclectic mixture of spells incorporating effects similar to Daemonology, Necromantic, Battle Magic, and even a few Illusionist spells, but they are quite different in some ways than typical spells, and their descriptions and limitations should be carefully read.

Spellcasters from Clan Skryre have access to all Skaven spells known as “Skaven Battle” spells. Furthermore they also have access to all Battle Magic Spells from the Warhammer Fantasy Role Play book. These Battle Magic spells are not common knowledge, and are jealously guarded by other Skaven, and hence are difficult to find and learn. If a Warplock does find such spells, due to the difference in magical traditions, all Skaven learning normal Battle Magic Spells suffer a –10 to their roll for learning. Warplocks may never specialize in any other realms of magic, and may never learn any Seer spells, spells designated as “Seer” in the spell’s description under “Spell Type”. Warplocks are treated as wizards in all other aspects that are not covered in this chapter.

Grey Seer gain their knowledge from the Horned Rat, in a manner similar to Clerics, and must roll on the Cleric table for Advancement (add +10 to the roll if a human sacrifice is involved during the ritual of advancement!). Grey Seers may never learn the spells privy only to Clan Skryre (those spells in their description that do not say “Seer”). Unless contradicted by the rules in this chapter, treat all Grey Seers as Clerics.

Optional Rule: It is suggested that Grey Seers may choose one spell per level from a specialist field of magic (all except Necromancy or Elementalism), as this gives each Skaven a minor sphere of interest. Such spells are granted as a divine gift of the Horned Rat.

Also, all spells are listed with an ingredient. Those GMs feeling that the intake of warpstone is sufficient to fuel a spell may ignore these, but the ingredients are listed there as a way to prevent players from using the spells far too often. A GM is strongly encouraged to make use of these ingredients in limiting the awesome power of Skaven as well as making the magic a bit more interesting.

The Role of Warpstone in Spell Casting

By consuming refined pieces of Warpstone, or quaffing Warpstone potions, the Skaven can provide itself with a readily accessible amount of magic points. If a Skaven is not anticipating the need for spellcasting, they will often conserve their small and precious amounts, and when needed, will consume whatever amount is necessary. If expecting enemies, or battle, the Skaven may consume large amounts of Warpstone, glutting itself on the power of the Warpstone. How much Warpstone that can be consumed in a period is determined by the Skaven’s ability to process and endure the effects of Warpstone consumption.

Warpstone Consumption (WC)

Whenever a Skaven consumes a certain amount of Warpstone, two things happen. First, the amount of Warpstone consumed gives the Skaven spellcaster a certain amount of Magic Points to spend on casting spells, and this amount is depleted as the sorcerer expends them for spells. Second, as the Skaven consumes the Warpstone, he starts to raise the amount of active Warpstone in its body. This is represented by *Warpstone Consumption* or *WC*. For each piece of Warpstone consumed, the *Warpstone Consumption* is raised by the same number of Magic Points gained. This *Warpstone Consumption* starts at zero, and is cumulative as the amount of Warpstone consumes continues to increase, to indicate the rising amount of Warpstone poisoning in the Skaven's body.

This *Warpstone Consumption* has no connection to the Inherent Magic Point score, and the basic points from IMP should never be included in the Warpstone Consumption score.

This *Warpstone Consumption* score can only be reduced by rest. When a Skaven finds the time to sleep, the body assimilates and absorbs the energy. For each hour of rest, both the Magic Point score and the *Warpstone Consumption* are reduced by one quarter of its total. After four hours of sleep, all the Magic Points gained from the consuming Warpstone will have leaked away, and the *Warpstone Consumption* will be reduced as the body renders the active Warpstone inert. This rest will not reduce the number of *Inherent Magic Points*, and four hours of rest will actually raise the *IMP* up to eight points, but it may never exceed the maximum for that Skaven. Any sleep over four hours has no other benefit than leaving the spellcaster refreshed and ready for a brand new day!

Example: Sitskritch the Grey Seer has an *IMP* of five, and no MPs or *WCs*. Finding it necessary to cast a spell, he consumes his first piece of Warpstone, and gains four Magic Points, these points are added to its *Inherent Magic Points (IMP)* of five for a total of nine Magic Points. But this consumption of Warpstone pollutes his body, and its *Warpstone Consumption* rises from zero to four, an amount equal to the increase in Magic Points from the consumed Warpstone.

Warpstone Tolerance (WT)

This consumption of raw power, if unrestrained or carried on unabated, can have profound effects on its consumer, poisoning the consumer's mind and body. Experienced Skaven are able to consume and tolerate far more energy than less experienced Skaven. This threshold of tolerance is represented by *Warpstone Tolerance* abbreviated to *WT*. This represents the safe amount of Warpstone that the Skaven can tolerate. For every level of experience, the Skaven spell caster gains 3d6 points to the *Warpstone Tolerance*. This is a fixed number, and will rarely decrease, and will only increase on the attainment of another level.

When the Skaven consumes the Warpstone, the *Warpstone Consumption* will start to rise towards the number represented by *Warpstone Tolerance*. The *Warpstone Tolerance* is essentially a cap on the amount of Warpstone that the Skaven can safely consume. This keeps the Skaven from casting endless amounts of spells by glutting itself on Warpstone every time it needs to cast a spell. Once the *Warpstone Consumption* has reached the same number as *Warpstone Tolerance*, the Skaven should reconsider any thought of consuming further Warpstone, as dire consequences can result. Eventually, with sleep the *Warpstone Consumption* will drop, allowing the Skaven to cast more spells within the limit maintained by its *Warpstone Tolerance*.

A problem arises though with the unpredictable nature of Warpstone. Because of the random roll, the Skaven can never be sure when its *Warpstone Consumption* will exceed its *Warpstone Tolerance*. By consuming Warpstone when the Skaven's *Warpstone Consumption* is below the *Warpstone Tolerance*, the Skaven may find that amount causes it to exceed the *Warpstone Tolerance* even if this was unintended. This also makes it difficult for the Skaven to "top" off on Magic Points or to reach their full potential. To deal with this issue, Skaven have trained their bodies when to discard the extra energy that would push them over the limit. When a Skaven is under its *Warpstone Tolerance*, yet consumes a particular amount that exceeds the *Warpstone Tolerance*, the *Warpstone Consumption* simply matches the *Warpstone Tolerance* as the excess is discarded, no matter how much energy in Magic Points or *Warpstone Consumption* points is wasted. If the Skaven then proceeds to consume more than the *Warpstone Consumption* will continue to increase above the *Warpstone Tolerance*. This is called *Overconsumption*.

Note: A cruel GM can decide to ignore a Skaven's ability to blow off energy when their Warpstone Consumption equals their Warpstone Tolerance. If the Skaven's roll for Warpstone intake exceeds the Warpstone Tolerance, than *Overconsumption* has occurred. This makes spellcasting more risky for Skaven. This method is perfectly acceptable as well, and should intimidate player Skaven from abusing this system by "maxing" out.

A compromise between the two systems is to require the Skaven attempting to "blow off" the excess energy to make a Will Power roll. If they fail, then they were unable to expend the energy and instead internalize it and resulting in *Overconsumption*.

Overconsumption

Foolhardy or desperate Skaven will push themselves beyond their limits, and exceed their potential. While this does allow them the ability to cast further spells, the risks to their mind and body are great. This act is called *Overconsumption*, and it occurs when *Warpstone Consumption* has exceeded the *Warpstone Tolerance*. This excess number over *Warpstone Tolerance* is known as *Overconsumption*, and is used for two purposes.

First, any *Overconsumption* automatically affects the Skaven's mind. The amount the *Warpstone Consumption* exceeds the *Warpstone Tolerance* is used to negatively modify the Will Power characteristic until the Skaven's body can rest from the overexertion. This reflects the intoxicating and disorienting effects of overuse. This will affect all tests made on the Skaven's Will Power. A side effect is that depending on the amount taken, the Skaven will gain Insanity points. The number are detailed under the various amounts and forms of Warpstone.

Second, when the Skaven indulges in *Overconsumption*, the overconsuming Skaven must immediately make a Will Power test. It is important to remember that their Will Power characteristic and the resulting test will be reduced by the degree of *Overconsumption*. If they fail their test, they must roll on the following *Overconsumption Test Table*, and add the amount of *Overconsumption* to the roll.

Overconsumption Test Table

Roll Result

01-15 The Overconsumption has directly affected the Skaven's ability to tolerate Warpstone and as a consequence the Warpstone Tolerance is reduced permanently by d10.

16-25 The Overconsumption has filled the Skaven with frightening images. The Skaven is in shock for d6 hours, and gains an additional 2d6 Insanity Points as a result.

26-35 The Skaven's body has been weakened by gluttony. The Skaven loses one point off of Toughness permanently.

35-45 The Skaven's body is eaten away on the inside by the corrosive effects of Overconsumption. The Skaven loses d3 Wounds immediately and permanently, and is crippled by stomach pains for d3 hours, and is unable to move, cast spells, or fight, and is considered a prone target.

46-55 The Skaven seems unaffected, but in d3 hours will gain a new random mutation over a period of d6 hours, where it will be unconscious from the pain.

56-65 The Skaven's will is eroded as the brain is ravaged, and the Skaven loses 10 points off of the Will Power characteristic permanently.

66-75 The Skaven's mind is deadened and damaged by the high degree of Warpstone present, and as a result loses ten points off of Intelligence permanently.

76-85 Major damage to the body's ability to regulate itself. The Skaven soils itself, and then discovers that its Will Power is reduced permanently by ten, and the Warpstone Tolerance is reduced permanently by 2d10.

86-95 The Skaven gains d3 mutations over the next three hours starting on the round of Overconsumption. The Skaven is unable to act as it squirms about on the ground in terrible agony.

96+ The Skaven has consumed far too much, and finds its bodies undergoing drastic and horrible changes. Its mind is destroyed, and its body altered. The Skaven's Mental Statistics (Ld, Int, Cl, WP, and Fel) all drop to 5. Its Initiative is halved, and it is subject to stupidity and gains 2d3 new mutations. For all intents and purposes, the Skaven is now a Chaos Spawn and the character is removed from the Player by the GM.

Warpstone Talismans

Grey Seers possess a special item, their Warpstone Talismans. Each Grey Seer will possess one, which may take the form of an amulet, a brooch, or necklace or collar, or a stud driven into their head. The Warpstone Talisman may only be used by a Grey Seer. This Talisman, when worn by the Grey Seer, will siphon off and store the Inherent Magic in the Grey Seer, to a level of the Grey Seers *Inherent Magic Potential.* If a Grey Seer has an *Inherent Magic Potential of four*, than the Talisman will siphon off and store four points, and the Skaven will replenish its *Inherent Magic Potential.* The Magic Points stored away in the Warpstone Talisman are exactly similar to the *Inherent Magic Potential*, and essentially doubles the points that the Grey Seer has. Once all the points have been expended from the Talisman, the Talisman will siphon off points and the Grey Seer will replenish the points once the Warpstone Talisman has absorbed its potential.

Grey Seer Careers

The Grey Seers are the Horned Rat's representatives and servants among Skaven society. They are free of all Clan loyalties, and answer only to their superiors in the Cult of the Horned Rat, the Council of Thirteen, and the Horned Rat itself. Grey Seers are highly respected and feared in Skaven society. Few would think to interfere in Grey Seer activities, and even fewer would think to attack the Grey Seer. Any intervention in Grey Seer affairs is immediately punishable by death, by the Grey Seer or minions, immediately there and on the spot.

Grey Seers are given special duties by their superiors in the Cult and the Council of Thirteen. These duties may involve advising Clan Chieftains, suppressing rebellions, committing intrigue in Skaven Clan politics, seeding out Council enemies, assassinations, spying on Clans, religious rites and rituals, leading armies to war, conspiring and plotting against above ground dwellers, and maintaining the moral purity of Skavendom. They are undoubtedly the most fiendish and capable servants of the Horned Rat.

The Grey Seer is an extension of Council and Cult authority, and maintains an exceptional degree of authority and power. Although they avoid direct interference in Clan Chieftain or Clan Warlord policies, if those policies are considered impure or heretical, the Grey Seer may execute the offending authority.

Many Clans will petition the Council for a Grey Seer advisor to monitor, advise, and help defend the stronghold. Manipulation and political maneuvering within the Clan is smiled upon, as long as it is the Grey Seer with the power pulling the strings. The Grey Seers will routinely send in reports, and if they fail in their duties or their loyalties become divided between the host Clan and the Council, the offending Grey Seer will be pulled from their position and interrogated. Many Warlords and Chieftains seek to use the Grey Seer for their own vantage, despite that such activity is considered heretical, emphasizing a local authority over loyalty to the Cult. The greater danger to such scheming Chieftains and Warlords is that in their attempt to exploit and manipulate the Grey Seer, they will instead by exploited and manipulated by the Grey Seer unknowingly.

GREY SEER INITIATES

All potential Grey Seers are found at birth and sent to Skavenblight for training. Here, the survivors will become Grey Seer Initiates. After a period of tutelage, they are often sent alone or with groups of agents to perform minor duties. Such things include raids, advising, and aiding in rituals or rights.

They all start of with an *Inherent Magic Potential* of 2d4. This will never increase beyond its original value. The Initiates have not yet learned how to master the consumption of Warpstone, and are therefore do not yet possess a *Warpstone Tolerance*, and may not consume Warpstone for Magic Points.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	+10	-	-	-	-	-	-	-

Skills

Arcane Language Skaven
Cast Petty Spells
Read/Write
Scroll Lore
One skill listed under Cult of the Horned Rat

Trappings

Initiate's Robes

Social Status: 2

Career Entries

Initial Career Entry Only

Career Exits

Grey Seer Level One
Seer

GREY SEER LEVEL ONE

Once Grey Seers have successfully concluded their initiation, they are given a Grey Seer Talisman, and given a position in Skaven society to fulfill. They are often working as assistants to higher placed Grey Seers. After this career, they may choose to complete one of the careers listed in Career Exits and then later progress to Grey Seer Level Two, or they can simply proceed straight to Grey Seer Level Two.

When first attaining this level the Warpstone Tolerance of the Skaven increases by 3d6, and is cumulative for each additional level after the first.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	-	+10	+10	+10	+10	-

Skills

Cast Grey Seer Spells Level 1
Cult Lore
Intimidate
Magic Sense
Public Speaking
Refine Warpstone
One skill listed under the Cult section

Trappings

Grey Seer Robes
Grey Seer Staff
Grey Seer Warpstone Talisman
Talisman of Cult Authority
Pouch with Three Measures of Refined Warpstone

Social Status: 3

Career Entries

Grey Seer Initiate

Career Exits

Grey Seer Level Two
Advisor
Agitator
Council Agent

GREY SEER LEVEL TWO

To progress beyond Level Two, the Grey Seer must have completed at least one Council Minion Career. If this has not been done at Level One, it must be done between Level Two and the advancement to Level Three.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+3	+20	-	+10	+20	+20	+20	+20	-

Skills

Cast Grey Seer Spells Level 2
Cult Doctrine
Identify Undead
Influence
Magical Awareness
Prepare Poison
One skill listed under the Cult section

Trappings

Grey Seer Robes
Grey Seer Staff
Grey Seer Warpstone Talisman
Talisman of Cult Authority
Pouch with Five Measures of Refined Warpstone

Social Status: 4

Career Entries

Grey Seer Level One

Career Exits

Advisor
Agitator
Council Agent
Grey Seer Level Three

GREY SEER LEVEL THREE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+1	+1	+4	+30	-	+20	+30	+30	+30	+30	+10

Skills

Cast Grey Seer Spells Level 3
Manufacture Potions
Manufacture Scrolls
One skill listed in the Cult section

Trappings

Grey Seer Robes
Grey Seer Staff
Grey Seer Warpstone Talisman
Pouch with Five Measures of Refined Warpstone
Seal of the Cult
Talisman of Council Authority
Talisman of Cult Authority
Vial of Warpdust Potion

Social Status: 4

Career Entries

Grey Seer Level Two

Career Exits

Advisor
Agitator
Council Agent
Grey Seer Level Four

GREY SEER LEVEL FOUR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+1	+2	+6	+40	-	+30	+40	+40	+30	+30	+20

Skills

Advanced Warpstone Experiments
Arcane Language Daemonology
Cast Grey Seer Spells: Level 4
Charm
Identify Magical Artifact
One skill listed under Cult section

Trappings

Grey Seer Robes
Grey Seer Staff
Grey Seer Warpstone Talisman
Pouch with Five Measures of Refined Warpstone
Seal of Cult of the Horned Rat
Seal of the Council of Thirteen
Talisman of Council Authority
Talisman of Cult Authority
Two Vials of Warpdust Potion
Vial of Warpdust Concentrate

Social Status: 5

Career Entries

Grey Seer Level 3

Career Exits

Any Council Career (Except Council Honor Guard)

SKAVEN SPELL DESCRIPTIONS

Spell Level: Level of the spell

Spell Type: Whether it can be used by a Seer, Warplock, or both.

Magic Points: Minimum number of points to cast the spell, can be increased to lower the resistance if the target is allowed a Will Power roll to resist.

Range: The maximum range of the spell within line of sight.

Duration: The amount of time that the effect of the spell continues for.

Area of Effect: The boundaries of the spell's effect, different from its range in some cases.

Ingredients: These ingredients are necessary for the spell. Nearly all ingredients are used up in the spell, the exception being a Skull Chalice (from which the blood is quaffed) and a Copper Bell (from Tolling of the Bell).

Resistance: Whether or not Resistance is allowed. Those spells that say Will Power are normal Magic Tests and Magic Points can be used the round the spell first takes effect to lower or raise the Will Power. This is not possible with spells that test on other characteristics.

Skaven Spells

Level One

Agility of the Rat
Alter Musk
Foul Mists
Frothing Bite
Gleaming Eyes
Musk of Courage
Speak With Kin
Strengthen Wood
Summon Giant Rats
Warp Lightning

Level Two

Assume Form of the Rat
Clear Obstruction
Cloak Nature
Curse of Loathing
Enshrouding Mists
Hypnotic Gaze
Pestilent Breath
Putrefy
Resilience of the Rat
Skitterleap
Summon Daemonrunt
Summon Daemonwyrd
Summon Swarm of Rats
Wither

Level Three

Age Foe
Assume Form of a Giant Rat
Blackhunger
Cracks in the Mind
Dissent
Excavate
Musk of Cowering Fear
Poisonous Mists
Sanctuary of the Horned Rat
Summon Ratfiend
Summon Vermintide
Tolling of the Bell

Level Four

Burning Within
Corrupt Mind and Body
Cracks Call
Curse of the Horned One
Death Frenzy
Plague
Shade of the Horned Rat
Summon Verminlord

Level One Spells

Agility of the Rat
Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2 per hour
Range: Touch
Duration: 1+ hours
Area of Effect: One Creature
Ingredients: Rat tail
Resistance: None

The Skaven is suddenly endowed with great agility. The enchanted Skaven has its Movement increased by +1, and all jumping, falling, and leaping rolls receive a +2 modifier to the rolls (see WFRP rulebook, page 75.). The Skaven is a bit edgy and distracted, and therefore there is no bonus to Initiative.

Alter Musk
Spell Level: 1
Spell Type: Grey Seer
Magic Points: 2
Range: Touch
Duration: 24 hours
Area of Effect: One Skaven
Ingredients: Dead rat
Resistance: None

Skaven are imbued with distinctive scents that other Skaven may recognize as related to or unique to an individual Skaven. Grey Seers have developed this spell to alter their scent to one different than their own. This will keep the Grey disguised Seer from being detected or identified by smell, and may throw off anyone tracking a Grey Seer who uses this spell to alter their musk.

Foul Mists
Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2
Range: Line of Sight
Duration: 2d6 rounds
Area of Effect: 10 yard diameter
Ingredients: Handful of Graveweed
Resistance: No WP, T test is allowed

This spell creates a reeking stagnant cloud within the caster's line of sight with a diameter of ten feet that affects all non-Skaven. All non-Skaven within the area of effect suffer from fits of violent choking and suffer a penalty of -10 to all their actions for each round they remain in the area of effect, and for each round after. No Will Power roll to resist is allowed, but a Toughness test may be made each round while in the mists to resist the effects, until a Toughness test is failed. Once a Toughness test has been failed, the player may no longer resist the effects until they exit the mists. Each round after exiting, the player may make Toughness tests to recover fully.

The mists are normally stationary, but can be pushed about by a Wind Blast or by some Elementalist spells. The Foul Mists can be dispelled at will by the spellcaster, and the effects end one round after dispel.

Frothing Bite
Spell Level: 1

Spell Type: Skaven Battle, Seer
Magic Points: 2
Range: Touch
Duration: d6 rounds
Area of Effect: One Skaven
Ingredients: Rat tooth
Resistance: WP if recipient is unwilling

The recipient of the spell is overcome by a warpstone-induced state of madness. The inherent corruption and taint of the Skaven foams out of the Skaven's mouth in a foul diseased froth. The Skaven afflicted by the spell gains an additional bite attack, which is at +1 Strength and automatically causes *infected wounds*.

Gleaming Eyes
Spell Type: Skaven Battle, Seer
Spell Level: 1
Magic Points: 2
Range: 20 yards
Duration: One hour per level of spellcaster
Area of Effect:
Ingredients: Eyeball of a rat
Resistance: As per Illusions

The Skaven spellcaster creates an illusion of either the glowing eyes of a large horde of rats, or the malicious glares of d3 Skaven deep in the shadows anywhere within the spell's range. The spell looks for all intents and purposes as if a horde of rats or a few Skaven were silently watching from the darkness. At the spellcasters will, the illusionary eyes may move at any rate up to 64 yards per round. The horde can not move outside of the caster's line of sight, and can not cross any well-lit areas or else be dispelled.

This spell is particularly effective deep within the dark warrens of a Skaven lair, and can be used as a distraction. Beneath city sewers, this spell can often mislead or intimidate the overly curious.

Musk of Courage
Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2 per turn
Range: 24 yards diameter
Duration: 1+ turns
Area of Effect: 24 yard diameter around caster
Ingredients: Dried heart of a dwarf
Resistance: WP if recipients are unwilling

The spellcaster exudes a musk that inspires all Skaven within 24 yards. This spell emboldens the Skaven to a degree of courage they rarely attain. These Skaven are immune to all non-Fear and non-Terror Leadership tests that they need to make. Against Fear and Terror tests they receive +10 to their roll. The spell caster exuding the musk is particularly bold, and does not need to make any Leadership tests, and is immune to the effects of spells that require a test versus Leadership.

The effects of this spell apply only to Skaven. If the caster is killed all the benefits of this spell are immediately lost.

Speak With Kin
Spell Level: 1
Spell Type: Seer
Magic Points: 1

Range: 5 yards
Duration: 1 minute per level
Area of Effect: 5 yards radius around caster
Ingredients: Tongue of a rat & Skaven
Resistance: None

The Grey Seer has the ability to talk with rats or giant rats within range. This spell allows audible verbal communication with the rat in a manner that the Grey Seer and any rats in hearing range can comprehend. All others creatures around the area of effect cannot understand this conversation, and are probably unaware that any intelligible communication is even occurring. Communication is basic and limited in description and content. Questions like "Which way out?" and "Have you seen any men pass?" are simple questions and will elicit a one or more word answer. Any question that a GM thinks is of any difficulty requires a Test against the creature's Intelligence of 10 or 14 (depending on the type of rat). Questions such as "Was it a man or a dwarf?" and "How many Skaven came this way?" would be difficult and require such an Intelligence Test. Questions such as "Was the man a wizard?" and "How long ago did this happen?" are beyond the intelligence and receive either no answer or misleading responses.

Strengthen Wood
Spell Level:
Spell Type: Skaven Battle
Magic Points:
Range: Touch
Duration: 24 hours
Area of Effect: 8'x4'x6"
Ingredients: Piece of petrified wood
Resistance: None

This invocation is used by Warplocks Engineers to strengthen doors or War Machines. This spell is used with devastating effectiveness on weapons like the Doomwheel. The spell adds +2 to the Toughness of a door or other wooden construction, and raises its Wounds by 25% of its original Wound score. Skaven attempting to buy time in escaping cast this spell on a reinforced door to buy themselves time to escape. A side effect of the spell is that the wooden structure in no longer *flammable*.

Summon Giant Rats
Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2 per giant rat per hour
Range: 12 yards
Duration: One hour +
Area of Effect: 1-4 Giant Rats
Ingredients: A piece of rotting flesh
Resistance: None

The spell caster may summon one giant rat per spell level. The giant rats will appear in d3 rounds within 12 yards of the caster, and will obey rudimentary instructions given by the Skaven with no regard for their own lives. When the spell ends they scamper away into the darkness

Warplightning
Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 4
Range: 48 yards

Duration: Instantaneous
Area of Effect: 48 yard path 1 yard wide
Ingredients: A copper wire
Resistance: None; *Dodge* for half damage

This is spell crafts a bolt of pure chaos in the form of warplightning, which does a **S** 5 hit on a d10 die roll, and metallic Armor, does not reduce the damage, although magical armor will reduce damage. The bolt causes Warpstone Corruption as well, see the Warpstone Corruption chart. The Warplightning will carry on in the same direction, striking any targets within its path, for the full range of the spell. This is a Magic Missile spell with no chance of resisting, although the targets, if aware of the bolt and not engaged in combat, may make an Initiative test, and if successful take only half damage from the bolt. Unlike most magic missile spells, the spell caster using this spell may not cast multiple bolts at higher levels.

Should the spell be cast at a target in water, all targets in the same body of water receive a S 3 hit on a d6 as the energy courses through the water. The bolt will stop at the first target in the water, grounding through them.

Level Two Spells

Assume Form of the Rat
Spell Level: 2
Spell Type: Seer
Magic Points: 4 +1 per turn
Range: Personal
Duration: 1+ turns
Area of Effect: Spellcaster
Ingredients: Stuffed rat
Resistance: None

The Spellcaster is transformed into either a Rock Rat or a Normal Rat. All of his possessions are transformed with him, but cannot be used. Neither will the items provide any magical benefits even if they normally do. He has half his normal wounds, and retains his normal Ld, Int, Cl, and WP stats, but the rest are identical to the basic profile of the chosen rat type. The caster can end the spell at will, but may not cast any spells or use any items while in rat form. When the caster ends the spell, he reverts back to his normal Skaven form.

Clear Obstruction
Spell Level: 2
Spell Type: Skaven Battle
Magic Points: 4
Range: Touch
Duration: Instantaneous
Area of Effect: 10'x10'x10' area
Ingredients: Sand from an hourglass
Resistance: None

This spell is used by Clan Skryre to make hasty excavations. This spell erodes up to 10 by 10 by 10 of unworked or collapsed earth, or will do a single Strength 10 hit to any worked stone construction or earthen embankment. The spell is useful for weakening or destroying a wall. Those on the wall or within 3 yards take a S 4 hit. This spell's effects are loud and noisy. This spell will not affect any earth elemental. Should this spell be cast on an area that contains warpstone, the warpstone or warpdust is not affected by the spell, but drops to the floor of the recently excavated area.

Cloak Nature

Spell Level: 2
Spell Type: Seer
Magic Points: 2 per turn
Range: Personal
Duration: One or more turns
Area of Effect: Grey Seer
Ingredients: Bit of brain of creature to resemble
Resistance: As per Illusionist spell

This illusionary spell allows the spellcaster to appear as a living, bipedal, humanoid figure. The Grey Seer may appear up to two feet taller of shorter than their real height, so that most Skaven could reasonably pass as Orc, Goblin, Human, Elf, or Dwarf. This only allows the appearance of, and does not aid in communication between the Skaven and others, nor does it conceal the scent of the Skaven. Those touching the Grey Seer are allowed an immediate Intelligence test with no penalty to notice that something is wrong, but so effective is visual use of the spell that in most circumstances an Intelligence test to dispel this illusion is not normally allowed, although animals and creatures with a keen sense of smell may notice and respond suspiciously or possibly even belligerently. Use of the Alter Musk smell will prevent scent from being a factor.

Curse of Loathing
Spell Level: 2
Spell Type: Seer
Magic Points: 4
Range: 48 yards
Duration: Until dispelled
Area of Effect: One individual and all within 10' of them
Ingredients: Personal possession of victim, or hair etc.
Resistance: WP for target to resist spell

This spell places a curse on one individual. That individual will find that everyone they come into contact dislikes them. They suffer -10 to all Leadership and Fellowship rolls. If the afflicted character attempts perform an action that requires a Fellowship or a Leadership roll, like commanding a company of soldiers or trying to talk down a mob, then there is a very likely chance that something will go wrong. Before the Fellowship or Leadership roll is made by the character, the group or individuals interacting with the cursed character must roll against animosity. If they fail, they turn on the cursed character with murderous intent. If they pass, they grudgingly carry on their actions.

Every day the character gets a roll versus Will Power to dispel the spell.

Enshrouding Mists
Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 6
Range: Personal, and extending 10-yard radius
Duration: 2d6 rounds
Area of Effect: 20-yard diameter
Ingredients: Vial of bogwater
Resistance: None

The Skaven spellcaster manipulates the energy of the warp to weave a thick mist about the spell caster. This mist does not obscure the vision of the Skaven spellcaster, but all others have difficulty in seeing through the mist.

This mist will surround a 10 yard radius area with the caster in the center of the spell. The mists are stationary and the spell caster may move in and out of the mists at will.

For all others within the area of the spell or moving into it, they may find themselves lost in the mist. All moving at a cautious rate may move as they desire. Those moving at a greater rate of speed become confused and wander in a randomly determined direction. Charges cannot be made into the mist. The spell caster may easily evade all opponents in the mist, and can easily engage any foes with in. Excluding the spellcaster, all within the mist suffer a -20 to actions. Should someone fire blindly into the mist or while inside the mist, all missile attacks have a 10% chance of striking a randomly determined target within the mists.

Hypnotic Gaze
Spell Level: 2
Spell Type: Seer
Magic Points: 4 +2 per turn
Range: 5 yards
Duration: 1+ turns
Area of Effect: One creature
Ingredients: Eye of a Grey Seer
Resistance: Will Power

If the victim of the spell fails a Will Power roll, they will find themselves readily under the influence of the Grey Seer. The character will complete routine tasks, and will act in an unprofessional manner (guards will open gates, doctors may refuse to treat patients, etc.). The will **not** commit suicide or do anything that directly endangers their life, and they cannot normally be ordered to attack friends or allies, but they will fight to defend the Grey Seer if ordered to do so, if they fail a second Will Power test.

Pestilent Breath
Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 4
Range: From spellcaster extending three yards
Duration: Six rounds
Area of Effect: 3 yards ahead of caster
Ingredients: Cancerous tongue or throat
Resistance: Will Power

The Skaven spellcaster breath emits a rank and poisonous gas sickening all those that breathe in the foul vapors. All those in front of the Skaven within three yards must roll against Will Power or suffer the effects. Those failing their roll have –10 to their WS and suffer a Strength 3 hit. There is no armor save (magical or non-magical).

Putrefy
Spell Level: 2
Spell Type: Battle, Seer
Magic Points: 6
Range: 48 yards
Area of Effect: 10 yards
Duration: Instantaneous
Ingredients: Dead combatants in the area

This spell is cast upon any dead within the area of effect. It affects the dead of the enemy. The dead suddenly bloats up, and then their taut flesh erupts in a bubbling of maggots and pus. The enemy then suffer a –10 penalty as they are assaulted by this horrid shower of gore, and if they have a leader, he is required to make Leadership tests or all of his followers become subject to *fear*.

Resilience of the Rat
Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 2 per hour
Range: Touch
Duration: 1+ hours
Area of Effect: One creature
Ingredients: Skinned rat & thyroid of a Skaven
Resistance: WP if recipient is unwilling

The spellcaster gains an incredible resilience for a limited time. Toughness is increased by two for the duration of the spell, and the mutative and dangerous influence of warpstone is limited by the spell. Nearly all the increases to Warpstone Contamination are halved. The exception is all internal exposure to warpstone is not halved. So while the taint for being struck by a warplock jezzail or warplightning is halved by the spell, any consumption of warpstone directly into the body is **not** protected by this spell. Warpstone Corruption increases of the spell caster are halved for the duration of the spell.

Skitterleap
Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 4
Range: Touch
Duration: One round
Area of Effect: 48 yard radius, ten yard ceiling
Ingredients: Leg bones of a rat
Resistance: None

The Skaven affected by this spell may instantly leap into any area within sight, even into combat, which would count as *charging*. The surface they land on must at least be horizontal, and they may leap no higher than 10 yards to the location.

Summon Daemonrunt (Daemonic Mount)
Spell Level: 2
Spell Type: Seer
Magic Points: 4
Range: Daemonic Mount appears within 3 yards of caster
Duration: One hour per level
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Daemon mount to assist the Grey Seer. A Daemonrunt appears within 3 yards of the caster, and will eagerly serve the Grey Seer. As long as the Daemonrunt remains within 3 yards of the Grey Seer, the Daemonrunt is not subject to instability.

Summon Daemonwyrd (Daemonic Familiar)
Spell Level: 2
Spell Type: Seer
Magic Points: 8
Range: Daemonwyrd appears within 3 yards
Duration: Permanent
Resistance: The Daemonwyrd receives none

The Grey Seer summons and binds a daemonic familiar with the blessing of the Horned Rat. No Will Power roll is necessary, no Toughness points are lost during the summoning. This familiar is loyal and will obey and assist the Grey Seer. The Daemonwyrd is quite cowardly, however, and will not enter combat willingly or do anything to endanger itself. The Daemonwyrd can speak with the Grey Seer and any other Skaven it chooses to. The Daemonwyrd is not normally subject to instability unless further than 10 yards from its master. However the Daemonwyrd is still subject to such spells as Zone of Daemonic Protection, Dispel Lesser Daemon, Bind Demon, and Zone of Demonic Nullification.

Summon Swarm of Rats
Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 8 points per hour
Range: 24 yards
Duration: One hour +
Ingredients: Human baby corpse
Resistance: None

This spell summons forth a swarm of normal rats, who will appear in d3 rounds within 24 yards of the spellcaster. They will follow simple commands with no regard for their own safety. When the spell duration ends, they will disappear into the shadows.

Wither
Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 5 per round
Range: Touch
Duration: One or more rounds
Area of Effect: Those touched by spellcaster
Ingredients: Withered skin of a human
Resistance: None

After invoking this spell, the Skaven is filled with the power to cause corruption and decay. Every opponent struck by the spell casting Skaven is afflicted by the hideous green vapors emanating from the Skaven's hand. The victim takes an automatic d6 wounds which are *infected* and have their Toughness reduced by one until they receive medical attention. Non-magical armor will not reduce the damage, nor will Toughness.

Level Three Spells

Age Foe
Spell Level: 3
Spell Type: Seer
Magic Points: 10
Range: 24 yards
Duration: Permanent
Area of Effect: One target
Ingredients: Heart of a Necromancer
Resistance: Will Power

This spell causes the target to age horribly. If the victim fails a Will Power test, they are age 4d6 years, with any "6" results being added to the total and the die then rerolled and added. This continues until no more "6" results are attained. The total of all the dice rolls is then added to the age. A "Dispel Magic" spell cast within an hour will reduce the age increase by half, but short of a divine blessing there is no other way to reverse the effects of this spell.

Assume Form of a Giant Rat
Spell Level: 3
Spell Type: Seer
Magic Points: 6 +2 per turn
Range: Personal
Duration: 1+ turns
Area of Effect: Grey Seer
Ingredients: Giant Rat skin
Resistance: None

Same as Assume Form of a Rat, except that the caster takes the form of a Giant Rat and retains his full Wounds.

Blackhunger
Spell Level: 3
Spell Type: Skaven Battle, Seer
Magic Points: 5
Range: 48 yards

Duration: One turn
Area of Effect: One creature
Ingredients: Stomach of a Skaven
Resistance: Will Power

This spell, when cast, causes one Skaven target within range to suffer the effects of Blackhunger. The target gets a save versus Willpower. See "Optional Rules" in the Appendix for the effects of Blackhunger.

Cracks in the Mind
Spell Level: 3
Spell Type: Battle, Seer
Magic Points: 10
Range: 48 yards
Area of Effect: One creature
Duration: One or more days
Ingredients: Possession or hair, fingernail of victim & brain of a lunatic
Resistance: Will Power

Causes a Temporary Insanity in the target. The target must roll on the Disorder table as soon as this spell is cast. The target will suffer from the effects of that randomly selected insanity. After the next 24 hour period, they may make a new Resistance Roll. If they fail, they roll again on the Insanity table, and the new insanity replaces the one previously rolled, so that every day they suffer from a different insanity until they pass a Will Power test. The recipient of this spell gains d6 Insanity Points immediately regardless of the duration of the spell.

Dissent
Spell Level: 3
Spell Type: Battle, Seer
Magic Points: 8
Range: 48 yards
Duration: 3d6 rounds
Area of Effect: One group
Ingredients: Broken dagger
Resistance: Will Power

Members in a group failing a Will Power test become subject to Hatred of each other. The round the spell is cast and their rolls are failed, they will have hatred for all of the others in their group. Those passing the test are not subject to hatred but their fellow group members that failed will still hate them, and may attack them.

Excavate
Spell Level: 3
Spell Type: Skaven Battle
Magic Points: 2 per round
Range: Personal
Duration: One turn
Area of Effect: Desired earth within 10 feet of caster
Ingredients: A vial of acid
Resistance: None

Same as the Elemental spell Tunnel through Earth, except the Skaven version is less stable, subject to collapse by Elementals or the use of Elemental magic. Can not be used to tunnel through sand or mud! If Warpstone is within the area of effect, it is not destroyed but rather falls to the ground in the area of effect.

Musk of Cowering Fear
Spell Level: 3
Spell Type: Skaven Battle, Seer
Magic Points: 6
Range: 12-yard radius
Duration: 2 +1d6 rounds
Area of Effect: 10-yard radius
Ingredients: Musk gland soaked in urine
Resistance: Will Power

The spellcaster exudes a musk that strikes an instinctive fear reaction in all Skaven. All Skaven who are within or enter the area of effect for the spell must make a Will Power test or be *subject to fear* against the spell caster as long as they remain within the area of effect. The effect on Skaven lasts for 1d6 x 10 rounds. This spell only affects Skaven.

Poisonous Mists
Spell Level: 3
Spell Type: Skaven Battle, Seer
Magic Points: 8
Range: 48 yards
Duration: d6 rounds
Area of Effect: 48-yard diameter
Ingredients: Knotted short intestine of a grave digger
Resistance: None

The spell casting Skaven is surrounded by a foul mist that injures all inhaling the air except for the spell caster. All breathing creatures within 48 yards take a S 4 hit this round as they breathe in the foul air, then S 3 hit the next round, every round thereafter the attack is reduced by one less Strength point. Armor does not protect, even magical armor has no defense, as the mists are breathed in. This spell can be dispelled by the presence of a air elemental of a size 5 or greater, or dissipated in a round by a Wind Blast spell. When determining the damage from the hits, there is no chance of additional damage being inflicted on a "6".

Sanctuary of the Horned Rat
Spell Level: 3
Spell Type: Seer
Magic Points: 6
Range: Centered around caster
Duration: As long as caster does not move
Area of Effect: 12-yard diameter
Ingredients: Blood sprinkled around perimeter
Resistance: None

Sanctifies a place sacred to the Horned Rat, and any non-giant rats in the area will act favorably towards the Grey Seer, and cease any attacks, even if enchanted. Furthermore all spells cast against the Grey Seer inside his sanctum are resisted at +10 to Will Power, as are all Leadership, Cool and Will Power tests.

Summon Ratfiend (Lesser Daemon)
Spell Level: 3
Spell Type: Seer
Magic Points: 5 (per hour)
Range: Daemonic Servant appears within 10 yards of caster

Duration: One hour per level
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Ratfiend to assist the Grey Seer. Summoned Ratfiends are very aggressive and confrontational, and although they will obey the caster, they will question their summoner's abilities and intelligence. Ratfiends are not normally subject to instability until the duration of the spell ends. Once the spell ends, the Ratfiend does not necessarily disappear, it may rush off to fulfill some secret bidding on behalf of the Horned Rat, although it is now subject to instability. A Ratfiend will not usually attack its summoner, unless by the summoner's actions it is apparent that it is a poor servant of the Horned Rat.

Summon Vermintide (Daemonrat Horde)
Spell Level: 3
Spell Type: Seer
Magic Points: 6 (+ 2 per hour after the first)
Range: Within 10 yards
Duration: One hour per level
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Daemonrat Horde to assist the Grey Seer. These Daemonrats can understand the Grey Seer but are incapable of any communication back. They are cunning but lack true intelligence. They will obey the Grey Seer's every whim.

Tolling of the Bell
Spell Level: 3
Spell Type: Seer
Magic Points: 8
Range: 20 yards
Duration: Instantaneous
Area of Effect: 20 yards arc in front
Ingredients: A bronze, copper, or iron bell (no less than 500 enc.)
Resistance: Cool

This requires an item, in this case a large heavy bell. When this spell is cast, the Skaven yells out a rhythmic chant to the Horned Rat, and at the culmination of the prayer, he strikes the bell. The bell then rings out a discordant and chilling death toll. All *in the front arc* of the bell striking spell caster within 20 yards must make a Cool Test or suffer *Fear* as the thunderous sound of the bell chills the very core of victim's hearts. All those within 10 yards (and not in contact with the bell) may suffer from ruptured eardrums if they fail a Toughness test is failed. All those with ruptured eardrums are temporarily deafened (until medical care is received) and suffer d3 automatic Wounds as blood gushes out from their ears and nose.

This spell requires at least two Skaven to carry the ritual bell. Some bells are even heavier and need to be pushed by large groups of Skaven. Due to this limitation, this bell is placed in areas critical to Skaven defense. Note Skaven friendly to the spell caster in his front arc are as vulnerable to the spell as all others, but since Grey Seers care little for their servants, rarely does the fate of their allies concern them.

Level Four Spells

Burning Within
Spell Level: 4

Spell Type: Skaven Battle
Magic Points: 12
Range: 48 yards
Duration: Instantaneous
Area of Effect: One or more targets
Ingredients: Copper coil dipped in warpdust
Resistance: Will Power

This spell is one of the most powerful of Skaven spells. This spell triggers the latent warp nature in every living creature, acting as a catalyst for a massive bio-electrical feedback. Suddenly the target is immersed in greenish-black coils of lightning. The first effect of this spell is that the target suffers a Strength 8 hit. What makes this spell so powerful is that damage is increased by one point for every point of non-magical metal armor worn at any location, as the armor acts to conduct the electricity throughout the body (shields only add one point to the total, not to each location. (So someone wearing a sleeved mail coat would take a Strength 8 hit +d6 +5, while a fully armed knight might take up to 13 additional points.

Furthermore any steed ridden by the rider takes a Strength 8 hit, modified by the armor that the Steed may be wearing, as the current passes through the steed as well.

Finally, the target must make a Toughness test or faint for d6 rounds. Any touching a fainted target will receive a Strength 4 hit, with no modifiers for armor. Upon awakening there is no more ill effect.

There is one unknown positive aspect of this spell. Anyone surviving it has had a small amount of Warpstone burned out of their body, and their Warpstone Corruption level is lowered by the amount of damage they suffered. This side-effect is not known to the Skaven.

Corrupt Mind and Body
Spell Level: 4
Spell Type: Seer
Magic Points: 15
Range: 48 yards
Duration: Permanent
Area of Effect: One creature
Ingredients: Brain of a Chaos spawn
Resistance: Will Power

The Grey Seer uses the body of their target as a portal to channel the raw and corrupting influence of chaos. If the spell is not successfully resisted, the target receives d6 Insanity Points and gains 2d6 to the victim's Warpstone Corruption score, requiring an immediate Warpstone corruption roll. The effects are irreversible by magic. Those affected by this spell feel as though they are losing their sanity. Grey Seers often use this spell secretly from a distance, directing it at powerful and influential enemies.

Cracks Call
Spell Level: 4
Spell Type: Skaven Battle
Magic Points: 18
Range: 36 yards
Duration: Instantaneous
Area of Effect: Straight line 36 yards in length and 3 yards in width, and 5 yards in depth
Ingredients: Broken geode
Resistance: None

This spell disturbs the earth, creating a massive crack within the ground starting at the point where the Skaven touches the ground. Those in its path must make an Initiative test or fall in, taking falling damage (10 yards) and are trapped in the crevice. Buildings and other constructions take d3x10 in automatic damage.

Those that have fallen in may attempt to climb out. If this spell is cast within a tunnel, the effects are devastating, resulting in a cave in, taking a **S** 4 hit in addition to the falling damage, and they are trapped until dug out. If the spell crosses a river lake, then those trapped in the crevasse will take drowning damage.

Curse of the Horned One
Spell Level: 4
Spell Type: Seer
Magic Points: 25
Range: 24 yards
Duration: Permanent or until dispelled
Area of Effect: One target
Ingredients: Heart of a Grey Seer
Resistance: Will Power & Toughness Test

This spell invokes the awesome and malevolent power of the Horned One onto one single human-sized or smaller creature within sight and range of the caster. A Magic test against Will Power is allowed by the target. If the target fails, they must then make a Toughness test that can not be modified by expending of Magic Points. If the target passes the test, there is no ill effect. If the target fails the test, then the divine wrath of the Horned One falls upon the hapless subject. The target is instantaneously corrupted in mind and body and is now a servant of the Horned One. The character becomes a Skaven under the control of the Grey Seer who had invoked the spell. Once cast, there is no way to reverse the effects of the spell. A fate point of course can be used to escape the effects of this spell.

Clerics, Templars, Witch-Hunters and others who have dedicated their lives and their souls to a worship of a deity may be immune based upon the GMs decision (i.e. the Grand Theogonist cannot be turned into a Skaven!).

Death Frenzy
Spell Level: 4
Spell Type: Seer
Magic Points: 4 per creature affected
Range: 10 yards
Duration: One or more rounds
Area of Effect: One or more creatures
Ingredients: Skull chalice filled with blood
Resistance: None

This spell allows the Grey Seer to nominate a number of Skaven to be recipients of this spell. Those affected are filled with the heady manic power of the Horned One, and care little of their own safety. They rush headlong into combat, with a triple charge range and double their normal attacks. They are immune to psychology, as they are considered *frenzied*. At the end of each round, every Skaven under the influence of the spell must make a Toughness test or suffer d6 automatic wounds from the magical overexertion.

Plague
Spell Level: 4
Spell Type: Skaven Battle, Seer
Magic Points: 20
Range: 48 yards
Duration: Instantaneous
Area of Effect: One creature
Ingredients: Diseased organ from a humanoid
Resistance: Will Power, Toughness to reduce damage

The target of this spell is suddenly ravaged by nearly every conceivable disease. This process takes a single round, and may very well result in the instantaneous death of its target. Glands and joints swell up with fluid, eyes bleed, boils erupt and burst out all over the body. A Toughness test is then made. If this test is passed the character suffers 1d6 wounds at Strength 6. If the character fails the roll, they suffer 2d6 wounds at Strength 6, and if they survive, receive 1d6 Insanity points and have their Toughness is reduced by one permanently. All friends and allies witnessing the effects of the spell on a victim failing the Toughness test must make a Fear test.

Shade of the Horned Rat
Spell Level: 4
Spell Type: Seer
Magic Points: 25
Range: 24 yards
Duration: Instantaneous
Area of Effect: All creatures within 24 yards
Ingredients: A sacrifice of any humanoid
Resistance: None

The Grey Seer cackles at the finish of this spell, and an immense and monstrous form materializes above the Seer. The Horned Rat has come to assist his servant and judge him. Everyone within 24 yards is subject to *Terror*, no Magic Saving Throw. Those that fail by 30 or more are instantly killed as their heart seizes up at the horror of seeing an image of the Horned Rat materialize directly overhead. All daemons that are not servants of the Horned Rat within range must immediately test against Instability. This ethereal image of the Horned Rat cannot be attacked by any means, and may not attack anyone.

If the Horned Rat was called for no good reason, as determined by the GM (example: a measly little trollslayer or a regiment of infantry are bearing down on the spell caster), than the Horned Rat snatches up his servant and hauls him off to the Realm of Chaos where he writhes in eternal damnation, and the GM may cheerfully tear up the player's character sheet into little pieces as he laughs maniacally at the despondent player. If the Grey Seer had an extremely sound and dire reason to interrupt the Horned Rat from his VERY IMPORTANT BUISINESS, the Grey Seer may make a Magic Test, modified by his Magic Points, to resist being pulled off to the Realm of Chaos. A Grey Seer using this spell had better have a REAL GOOD REASON to invoke the attention of his deity.

Summon Verminlord
Spell Level: 4
Spell Type: Seer
Magic Points: 20
Range: Not applicable
Duration: Until task completed or six hours have passed
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Verminlord to assist the Grey Seer.

Any Grey Seer who has been loyal to the Horned Rat can expect some assistance, until the task is completed. If the Grey Seer has disappointed the Horned Rat, the Verminlord will seize the horrified Skaven and return it back to the Horned Rat.

The Verminlord does not have to test for Instability as long as it remains within the Skaven Under-Empire. Venturing onto the surface, or into a Dwarven Citadel will then require the Verminlord to make Instability Tests as normal.

Chapter Fifteen-Warpstone

Udolf wiped the sweat from his brow, to keep it from running down the cut on his cheek that was already stinging. He casually glanced about at the foul bodies that lay about him. Four rat-like monsters, whom he had surprised and cut down with incredible ease were scattered about the room in contorted poses. The old soldier had never seen such disgusting and unnatural perversions such as the likes of these. He had never expected that he would find such evil things here under the castle. The Baron should be notified immediately. He then noticed one of them had a number of small pouches that it still clutched in its hands.

Udolf stooped down to pick up the largest one, still clenched in the rat's hands. As he tore it free of the tightened claw, the material on the bag ripped, and a fine powder filled the air. Udo started hacking violently, spitting out green mucus, his eyes watering uncontrollably. Panicking, he tried to desperately wipe the fine powder out of his eyes, but everything was burning and tingling...He knew his lungs had filled with the fine dust, and that he was covered in the fine powder; it felt as if the dust was creeping into his ears, eyes, nose, mouth, his hair. There was this odd tickling feeling all over his body...Udo continued to panic, sweating profusely and staggering about blindly...Udo knew something wasn't right...felt something…changing…deep inside him…Udo started to pray as the pain wracked his body…

Warpstone and Its Nature

Warpstone is solidified chaotic matter, which exudes chaos, gradually changing and corrupting all around it. It normally appears as a mesmerizing black glassy rock, its surface strange and tingling to the touch. The nature of the Skaven is closely tied to Chaos, and the use of Warpstone is of paramount importance to them. Skaven can sense the presence of Warpstone, they can scent it, as well as being drawn to it in almost a psychic sense. They will not necessarily know where the Warpstone is exactly, but they will sense that they are in close proximity to Warpstone. This is a mixed blessing, as the Warpstone is dangerous to even Skaven and can cause mutations in even their hardy and acclimated bodies.

Warpstone appears naturally around, blown about as fine Warpdust from the collapsed Warpgates, and the Warpdust from here has a tendency to clump together in small rock size pieces. Warpdust and Warpstone can be found in glistening clumps around Warpgates and other portals open to the Warp. The Skaven have also discovered, albeit rare, veins of Warpstone running through the earth and they extensively mine such veins.

One extra-worldly means of acquiring Warpstone is from Warpmeteors, lumps of Warpstone that frequently plummet from the heavens to the earth. Not all meteors are Warpstone, but the Skaven and others closely observe the night sky for the streaking of meteors. When one is discovered, they will often send an expedition out to recover the Warpmeteor.

Prolonged exposure to Warpstone has devastating effects. To introduce this dynamic to the game, the GM keeps a secret count of the amount of Warpstone exposure a character has suffered. This is measured by the new characteristic of *Warpstone Corruption*. The more corruption the character suffers, the greater the likelihood of mutations and alterations of mind and body. Every exposure to Warpstone will raise the *Warpstone Corruption* characteristic in the player. At each new exposure to Warpstone and subsequent increase in the characteristic, the player must make a percentile roll. The GM then compares the roll to the player's *Warpstone Corruption* characteristic. A roll above the *Warpstone Corruption* characteristic means that the character gains an Insanity point, but no lasting physical damage has resulted.

If the roll is equal to or less than the characteristic, the character gains an Insanity point, and must then make a Will Power test. This test may be modified depending on the degree of corruption. If the *Warpstone Corruption* is equal to or greater than the Will Power characteristic, this test is at –10. A successful test means the character has narrowly averted a mutation. A failed Will Power test means the character gains a mutation. Within a turn, the character is weakened, and all characteristics are halved. At the end of twelve hours, the character, after suffering through incredible agony, will have gained a mutation. Once this mutation has occurred, the penalties to the characteristics are removed. This mutation can be rolled up from the tables in *Slaves to Darkness, The Lost and the Damned*, or may be rolled from the mutation table in *The Enemy Within*, or from the article in White Dwarf 100, or extrapolated from the table in Warhammer Fantasy Battle Third Edition or from the Chaos Gifts from Warhammer Fantasy Battle Fourth Edition: Chaos Armies book. Another alternative is the table in *Lichemaster* in the section on the "Arca Chaotis". A failure on a double die roll (e.g. 77, 99, 00) means the player has been stricken badly, immediately gains d6 mutations, becomes subject to stupidity, and become a Chaos Spawn, losing all spell casting powers.

The *Warpstone Corruption* characteristic increases are cumulative, and each exposure leads to another test, with the amount of corruption always increasing. The amount of corruption is based on the *Warpstone Corruption Table*.

These rules for Warpstone Corruption can also be applied to players in non-Skaven Campaigns. This may mean that adventurers may eventually gain Warpstone Corruption and possibly physical mutations.

Most those tainted by Chaos or Warpdust have no idea of the degree of taint. Therefore, Warpstone Corruption should be kept secret from the players unless their characters are Grey Seers or Clan Skryre Warp Engineers, who have some idea and a greater awareness of their physical condition. It should be up to the GM to maintain a secret note of the degree of corruption. For non-Skaven, physical mutations occur fairly painlessly over the course of a week, since they have less Warpstone build up in their bodies than Grey Seers and other Skaven.

Warpstone Corruption Table

Type of Warpstone Exposure	Warpstone Corruption
Within 10 yards of raw Warpstone:	
-Dwarfs, Skaven, & Chaos	+2% per day
-Grey Seers	+1% per day
-Humans and all others	+5% per day
Consuming Raw Warpstone:	
-Dwarfs, Skaven, & Chaos	+15% per piece
-Grey Seers	+5% per piece
-Humans and all others	+25% per piece
Consuming Refined Warpstone:	
-Dwarfs, Skaven & Chaos	+10% per amount
-Grey Seers & Warplock Engineers	+0% per piece
-Humans and all others	+15% per amount
Hit by Warpfire Thrower	+1% per Wound lost
Hit by Warplock Jezzail:	
-Treated Wounds	+1%
-Untreated Wounds	+5%
Poison Wind from Globes, Spells, Plague Censers:	+5%
-Wearing mask	+2%
Consuming Warpstone Brew or Distillate:	+10%
-Grey Seers	+2%
Struck by Warplightning	+1% per Wound lost
Wounded by Weeping Blades	+1% per Wound lost

Warpstone Compounds and Measures

To use Warpstone, the Skaven must refine it to pure Warpstone, to burn out the impurities. The average piece of Warpstone collected by the Skaven will weigh around ten encumbrance points, although there are often huge finds, that is the typical size of a nice dense piece of Warpstone. The Skaven will gather close to one hundred points of Warpstone together and refine this chemically, or magically. When they are done with the refining process, and have reduced it, out of that total mass of one hundred encumbrance points, they will have fifty encumbrance points worth of refined Warpdust. About half of the mass is lost in the refining process. The refined fifty encumbrance points can then be used by the Skaven for spells. Each dose of refined Warpstone is called a *measure*. This *measure* of refined Warpstone is equivalent to five encumbrance points of refined Warpstone. So that fifty encumbrance points of Warpdust is divided into ten *measures* of Warpdust.

Each measure of Warpstone consumed gives a Grey Seer more power. The Skaven though have found ways of intensifying the beneficial effects of warpstone into compounds, some of these used to enhance a Grey Seer or Warplocks power, and other compounds used to deadly effect in weapons.

Measures of Warpdust

Every time a Skaven spellcaster ingests a *measure* of Warpstone, they gain 1d6 Magic Points to expend. Up to two measures can be consumed at a time, giving 2d6 Magic Points. The Warpdust can continue to be consumed, but if the Warpstone Tolerance, as discussed earlier is overreached, then the problems begin.

Warpstone and Warpdust Products and Creations

Measures of Warpdust in Common Skaven Items

- Plague Censer Bearer: requires one rock weighing ten encumbrance points (roughly equal to one measure).
- Reagent for Clan Moulder Experiments: requires on rock weighing ten encumbrance points and five measures of powder to be placed in the food.
- Skavenbrew: requires four measures, and the skill Manufacture Warpstone Potions.
- Warpdust Potions: requires one measure and the skill Manufacture Warpstone Potions, and gives 2d6 Magic Points.

- Warpdust Concentrate: requires two measures and the skill Manufacture Warpstone Concentrate, and gives 5d6 Magic Points.
- Warpfire Concentrate: requires ten measures and the skill Manufacture Warpstone Concentrate.
- Weeping Blade: creation of each Weeping Blade requires five measures.

Warpdust Potion

The Warpstone Dust can also be brewed into a magical Warpdust Potion. This takes longer to prepare, and by distilling the essence of one *measure* of Warpdust, they can concoct a Warpstone Potion, that gives 2d6 Magic Points. If a Warpdust Potion is quaffed and causes *Overconsumption*, than it adds one Insanity Points if the Will Power roll is failed. The potions have an equivalent weight of ten encumbrance points.

Warpdust Concentrate

Some Skaven have the ability to magically enchant and prepare something similar to Warpdust Potion into what is known as Warpdust Concentrate. This is only known by the more powerful Skaven spellcaster, who jealously hide this from their underlings *who obviously are not as strong and powerful as their mentor and simply can not handle the awesome power that the Concentrate gives the mentor!* This Warpdust Concentrate uses *two measures* of Warpdust, but gives 5d6 Magic Points! It has the same encumbrance, fifteen points, as the Warpdust Potion. When using the Warpdust Concentrate, the Spellcaster must test against Will Power to harness the overwhelming flow of power that courses through their body. If the test is successful, nothing happens. If the test if failed, they are overwhelmed by a sense of power, gain d3 Insanity Points, and temporarily gain the Insanity *Megalomania*, so confident are they in their power! The *Megalomania* does not subside until they have used all the Magic Points they gained from the Warpdust Concentrate. Good Role-players may decide to continue the *Megalomania*, for a suitable duration... If the Warpdust Concentrate is consumed and it results in *Overconsumption*, the side effects are very dangerous, and if the Will Power test if failed during *Overconsumption*, than the Skaven gains 2d3 Insanity Points!

Warpstone Charms

Any Skaven with Advanced Warpstone Experiments can manufacture a Warpstone Charm. Warpstone charms require a 1 Encumbrance Piece of Raw Warpstone to be crafted and enchanted over a three-day period. When finished, it can serve a number of purposes, one of which is chosen by the means of crafting it. It must be driven into the Skaven, usually into the bone, where it forms a symbiotic or parasitic connection to its host. It also increases the amount of Warpstone Corruption by five, or by one if used in a Grey Seer. The Craftsman may determine one of the following attributes

Blessed Warpstone Charm-The Blessed Warpstone Charm, when hammered as a stud into the Skaven's brow or skull, endows the Skaven with good fortune. In any twenty-four hour period, the Skaven may re-roll any one failed roll over again. The retaken roll must be used.

Enduring Warpstone Charm-The Enduring Warpstone Charm, when applied like the Blessed Warpstone Charm, will give the Skaven a +10 bonus on all Magic Tests.

Living Warpstone Charm-The Living Warpstone Charm can be used to replace a lost eye, and it operates identical to the original. See the Clan Skryre invention rules in the Appendix.

Skalm

Due to the unique nature of Skaven, they cannot gain any benefit from consuming normal potions. The can ingest Skalm, which will heal their wound miraculously, due to its various healing herbs, and a dash of Warpdust...This can be manufactured with a measure of Warpdust and the use of Manufacture Potions. Each dose of Skalm heals d6 Wounds.

Skavenbrew

Skavenbrew is a strong Warpdust tainted potion that has stimulative and unpredictable effects upon Skaven. Ingested as a potion like mixture, the consumer experiences the effects determined below. There is not Will Power test allowed to resist its effects.

Skavenbrew Effect Table

d6 Roll	Skaven Brew Effect
1	No Effect
2	Immunity for d6 Turns on all Psychological Tests.
3	+20 to Magical Tests for d6 turns.
4	Subject to Hatred of all living things for d6 turns.
5	Subject to Frenzy for d6 turns.
6	M, I, A all doubled-after each round, the Skaven must make a T test or die instantly from a heart attack. Duration is for d6 Rounds.

Warpstone Poison Capsule

The Warpstone Poison Capsule is a special hidden capsule that many Council Minions are equipped with if they are exposed and risk capture or interrogation. A Skaven consuming the small capsule is dead as the Warpstone Poison Capsule goes straight to the heart, causing it to beat frantically, and in moments burst.

Warpstone Tokens

As mentioned above in the Skaven Economics section in Chapter Three, the value of Warpstone Tokens in Clan economics is essential. A Clan recovering Warpstone can trade it for objects and services, and a Clan offering services can acquire Warpstone Tokens. Note that Tokens are rare, and a Skaven PC should never be walking about with even one Token on them, much less a sack full. The following chart describes a general value of good and services in terms of Warpstone Tokens. Although this chart could belong in the Economics section, it seems more fitting here to contrast the relative value of goods that the player could have if he were not gobbling down all that Warpstone. Each Warpstone Token represents two hundred encumbrance points of raw unrefined Warpstone.

Relative Value of Items and Services to Warpstone Tokens

Item or Services	Warpstone Tokens
Thirty-days grain for 100 Skaven	1
200 Daggers	1
125 Spears	1
50 Swords	1
Rat Ogre-one month	1
- to own	5
Pack of Five Giant Rats with Pack Master	1
40 Clanrats for one month service	1
Warpfire Thrower Team for one month	1
Four Teams of Jezzails for one month	1
Doomwheel for one week	1
Services of a Warplock Engineer:	
Level One-for one month	2
Level Two-for one month	3
Level Three-for one week	2
Level Four-per day	2
50 Goblins slaves	1
65 Skaven slaves	1
20 Human slaves	1

Chapter Sixteen-Skaven and Warfare

Rr'iirk, hairs bristling leaped forward at the other darker Skaven. Rr'iirk didn't feel the blade enter his insides turning and twisting...Rr'iirk oblivious to his blood emptying onto the ground, or his intestines sliding out in oozing reeking coils. Rr'iirk just crawled up the rusty blade oblivious to the pain, his claws grasped the other Skaven's head, and opening his jaws he tore at his opponent's throat. Jaws clamping tight, Rr'iirk felt the hot gushing salty blood spurt out of his opponent, into his throat, all over his nose, the scent of death filling him, blood spraying in his eyes, blinding him. The two Skaven fell in a heap on the ground twitching. The mad rage didn't leave Rr'iirk until he died, teeth still clamped to the throat of his twitching opponent.

Skaven at War

Conflict is an integral part of Skaven existence. From the moment they are painfully born into the Clan Warrens, they are in competition with others just to survive. Later in life, political power struggles are an everyday reality and ever present danger. The Skaven often resort to warfare as a result of political maneuvering, with neither side never quite certain how the hostilities broke out…

Even in their everyday lives, Skaven turn on each other, torturing and killing their lessers to satisfy their own frustrated ambition and sadism; others turn on their betters, stabbing their tormentors in the back in some dark tunnel. Despite their brittle morale, warfare, conflict, and bloodletting is a fundamental facet of Skaven life.

Warlord Clans will often be embroiled in infighting, an extension of one political crisis or another. Some Clans will fight others in a battle for supremacy, power, over scarce resources, or due to Council manipulations. The Council is, in theory, in command of all Skavendom. The Council may muster up a Skaven army under its leadership, and the highest military office is Warlord-General, currently held by Lord Paskrit, the fourth member of the Council of Thirteen.

The Skaven have had frequent battles with humans above ground, in the Empire, and some battles around Mirigliano in Tilea. Skaven are frequently engaged in battle with the other denizens below the earth, most common foes being Dwarves and Goblinoids. Skaven have at times found themselves allied with other Chaos forces, and sometimes opposing them, depending on the Council of Thirteen's designs.

Skaven Tactics Underground

The Skaven are much better fighters underground, capable of using their weapons to great effect. The numbers that they rely on though can often cause problems. In small tunnels, a few stalwart warriors such as Dwarfs or a well-placed weapon such as a Warpfire Thrower can hold off a teeming horde of Skaven for hours. This is one of the factors behind the power behind the four great Clans is their reliance of weapons and elite troops able to hold off large numbers of Skaven while the other forces circle around through other tunnels. These forces may run into opposing flanking forces, where both sides will engage in combat, as more forces seek to outflank, and then again outflank.

Fighting underground in tunnel complexes is chaotic, and some groups of warriors in different tunnels will push back their enemies or meet no resistance, while others may flee or be utterly destroyed. To know who is winning is a difficult situation. Communication between the leader and the individual forces fighting in tunnels is essential, since the leader cannot view the entire battle, but only gets fragments of it. The reserves are sent out to reinforce troops, or to support a push. Rarely will a Skaven leader commit all of his forces, usually a large number are held in reserve in large chambers, while small groups are sent out to probe. The real victory comes from promptly ordering the right reserves to exploit or prevent breakthroughs.

Battles underground are often gradual escalations of conflict. However once the battle hits a large chamber or Clan Warren the battle quickly escalates, as both sides seek to commit as many troops to maximize the number of troops fighting in the chamber. The death and destruction in these are almost always intolerably high, as the Skaven tear at their opponents, and weapons of mass destruction burn and char the other and their own side in an orgy of wholesale destruction. Hundreds of Skaven can be killed in mere moments in these killing zones. There is little time to flee or maneuver, just to hack and kill and pray.

As a result of these potential problems a good Skaven leader will send out elite troops to engage and hold the line, while forces try to outflank each other, deploying the reserves as necessary. The use of messengers between the troops fighting in the tunnel and the leadership is vital. The reserves are all committed when either side has been pushed into a chamber or lair large enough to accommodate the size of the fighting forces, where the battle begins in earnest as both sides try to bring overwhelming forces to bear on the other.

Skaven Tactics Above Ground

The Skaven often lose battles aboveground if the battle is done on the enemies' terms. With no Clan Skryre weapons, magical assistance from the Grey Seers, or beasts from Clan Moulder, the Skaven army is likely to dissolve away before the battle ever begins. In a set battle, the Skaven will suffer from hideous losses from missile fire they are unable to counter. The resulting cavalry charges will tear through and shatter the tight Skaven ranks. Poor discipline will often mean that the Skaven army will often break in an attempt to escape despite orders.

Battles on Skaven terms are truly ugly affairs... The Skaven's enemies are often harried by night attacks by Clan Eshin agents, silently killing the sentries and cutting the throats of sleeping soldiers, assassinations of officers, destruction of war machines and the disastrous lighting of an armies powder reserves. If the enemy army makes it through the night, they will find a Skaven army ready to fight, invigorated by various potions and brews. Clan

Skryre weapons will wreak destruction, as the Grey Seers, glutted on Warpstone, cast fearful spells of incredible power. Clan Moulder beasts will rush forward, tearing apart enemy ranks. Stormvermin or Plague Monks may rush forward to the demoralized enemy, besting them in hand to hand combat, while packs of Clanrat warrior rush forward to overwhelm the enemies. Of course, this is an ideal scenario for a Skaven general, rarely do they have all the assets for such a victory.

Warhammer Fantasy Battle and the Skaven

It is quite possible to implement the Warhammer Fantasy Battle System into a role-playing campaign, and a number of skirmishes should not take long. Since many of these battles occur underground, it can create different environments, cutting down on the dominance of characters, since in a tunnel complex, the characters can not be everywhere at once bolstering their line, and inevitably something will happen outside of their control.

The best way to duplicate this scenery is to cut out various sections of cardboard, all nearly a around two inches or more in width, and around a uniform four inches in length, to allow a tunnel complex to be set up. The players, moving their various troops along, should not know the disposition of the enemy forces until they come in visual range, in which case the GM should set up the forces in that tunnel or cavern. The players, if divided up, can move their forces along, and the other Skaven units should move along as ordered before the battle. Any combats the players themselves run into could be resolved using conventional WFRP means, allowing the other troops to use the WFB rules.

Unarmed Skaven

The Skaven, although unarmed, possess sharp teeth, strong jaws, and sharp talons on their claws. As such, in combat, all Skaven are treated as if using *Fist Weapons*, and never use the normal *Unarmed* rules.

Skaven Weapons

The Skaven employ many weapons in war. Despite all their wondrous inventions and diabolical devices, the Skaven must often rely on the armaments the average Clanrat Warrior bears. Most of the weapons the average Skaven uses are of poor quality, scavenged from previous battles or mass produced, these weapons are never really cared for. Chipped, dull, and rusty, is a frequent state for Skaven weapons. Skaven favor the use of knives and other edged or impaling weapons, since close and bloody handiwork appeals to the Skaven appetite. Skaven also make extensive use of hooked weapons and the use of nets. A few missile weapons are used, but mostly these are throwing daggers, spears, or javelins. Only a few Skaven use scavenged missile weapons, mostly Blood Hunters, who use crossbows to hold off cowardly packs of Skaven, but rarely will other groups of Skaven arm themselves with crossbows. Aside from the Clan Skryre weapons, gunpowder weapons are never employed.

The Skaven armor is typically in as poor shape as the weapons. Some crude armor is crafted by the more wealthy Clans, while the poorer Clans must salvage and repair armor. It is usually makeshift, in tatters, or piecemeal.

The reason for the poor state of weaponry is that the lower classed Clanrats are not allowed to possess their own weapons, these weapons are communally owned, and the Skaven have no real desire or inclination to care for them. The Clan Guards and other well off troop types own their own weapons, and these weapons are kept in far better condition, as is their armor.

Standard Skaven Weapons

The Skaven employ a few weapons that are used predominantly by them, and are mentioned in brief below.

Barbed Bola-The Barbed Bola is used by numerous Clans, but most often by Clan Moulder, Clan Eshin, and Clan Rictus. Its heavier weight limits its range. Its Effective Strength is two, but its short range is reduced to ten, its long to 20, and its extreme to thirty, and has a penalty of minus ten to hit. Unskilled users, (those not possessing SW Thrown) have a meager 10% chance to hit, and require a Risk Test.

Barbed Net-This Net fulfills a similar purpose as the Barbed Bola, but each round its target attempts to free its self, it suffers an automatic S 3 hit. Penalties for unskilled use are identical to the Barbed Bola.

Cleaver-A mean meat cleaver or small hatchet, not totally effective, but certainly gruesome looking.

Long knife-A knife with around a two-foot blade, and lacking much of a hilt. Thinner than a shortsword, but performs identically. Very common in Skaven society.

Standard Skaven Weapon Table

Weapon	Initiative	To Hit	Damage	Parry
Barbed Net	-	-10	-	-10
Cleaver	-	-	-	Impossible
Long knife	+10	-	-1	-10

Warpstone Weapons

The Skaven will often add Warpstone to the smelting process of weapons to make them more deadly. All Warpstone weapons, if they wound, cause *Infected Wounds*. This includes Weeping Blades, and all the weapons listed under "Clan Skryre Weapons". These weapons are highly prized, and are never given to such lowly sorts as Clanrat Warriors. Only the most trusted or proven are allowed to bear such important weapons.

Clan Skryre Weapons

Clan Skryre uses many deadly technologies based on the versatile yet unpredictable Warpstone and Warpdust. These weapons include Poison Wind Globes, Warpfire Throwers, and Warplock Jezzails.

Doomwheel

The Doomwheel is a greatly dreaded and rarely seen Skaven war machine. Never used underground, they are used above ground to lead attacks against ranked formations. The Doomwheel is built around a Warpstone Generator, a device used by Warpstone Generator Engineers (also known as Doomwheel Drivers) to power Clan Skryre holds. The Doomwheel Drivers fix the Generator between two immense spiked Wheels, with Giant Rats in the middle running along the inside spinning it like a treadmill. Above the Generator, and between the wheels sits the Doomwheel driver, who steers the insane instrument with a steering wheel that trails behind, and by braking one or the other of the wheels to turn it. The Warpstone Generator, as the Giant Rats turn the wheels, builds up energy, and this is projected by a device in the front of the machine, and at the spokes of the massive wheels to shoot out jagged bolts of altering Warplightning. The power of the Warplightning is dependent on the speed of the machine. To protect himself, the Skaven above is armed with a hand weapon and a Warplock pistol.

Movement- To determine the movement, which is fairly random as the Giant Rats tire or are shocked into a frenzy of activity by sparking Warplightning, the player should roll 2d6. The result is the Move Rate of the machine at Running. This is the speed that the Doomwheel will go at for three rounds. For every three consecutive rounds, add +1 to the result. This is cumulative. If the Doomwheel is going uphill or over difficult terrain, add +4 to the result, and if it is going downhill, add -4 to the result. The Doomwheel Driver may brake, reducing the Move Rate by two, and the power of the Warplightning.

Roll	Move Rate	Power of Warplightning
2-4	10	10
6-8	8	8
9-10	6	6
11-12	4	4
13+	2	2

Collision- If the Doomwheel strikes an obstacle, like a building, a wall, a war machine, or crashes into a forest, it will take d3 hits at a Strength equivalent to its speed, and the obstacle, if possible, takes d3 hits at a Strength equivalent to the Doomwheels speed. If the obstacle is destroyed, the Doomwheel continues moving at full speed. If the Doomwheel is destroyed, it stops moving. It if is going through very difficult terrain, it loses 2 Move a round, and adds the +4 for difficult terrain to its Movement roll.

Warplightning- The Warpstone Generator, if the wheel is moving, builds up energy and may release it in a bolt, once a round at the nearest enemy with thirty yards. The Driver must have the skill Operate Warpstone Generator, and make a successful Int test at +10 (for possessing the skill). If the roll fails, the device does not operate, and may be tried next time. If the roll is a fumble, a failure that is also a double, e.g. 77, 99, 00, then a roll must be made on the Warpstone Generator Misfire Chart. If the Int test succeeds, it automatically hits, and the Strength of the attack is equivalent to its Move Rate. The Warplightning attack occurs at the same Initiative as the Doomwheel Driver. The damage will also inflict a degree of Warpstone Corruption. See the Warpstone Corruption Table for details. Non-magical Metal Armor does not give any protection! Magical Armor made of metal only gives its Magical Protection bonus.

Roll d10	Result
1	Warpfire Explosion! S 10 hit to all within 5 yards, including the occupants and the Doomwheel.

Add +10% to Warpstone Corruption rolls also.

2-3	Feedback-All Giant Rats take S3 hits each, as do any in contact with Rats.
4-5	Damaged-Will not fire until extensive repairs made.
6-7	Fault in Warpstone Generator-all successive Warplightning is reduced in effectiveness, reduce the Strength of Warplightning attacks by two!
8-9	Misfire, won't fire for this or the next turn.
10	Uncontrolled. Fires off Warplightning in random direction.

Combat- Those in front of the Doomwheel, engaging it in melee while it is moving will take an automatic hit equal in Strength to the Move Rate of the Doomwheel. Unless it is a 10' or taller creature, it does not stop the momentum of the Doomwheel. Once engaging the Doomwheel in combat, the opponents may attack the Doomwheel and its driver, but hits are randomized due to the speed. The hit rolls by +/- 1 by those with Strike to Injure. Roll d10 for both missile and melee hits. The Giant Rats and the Engineer may attack any adjacent opponents. Those who hit the Warpstone Generator take an automatic hit from feedback of the Warpstone Generator equivalent to half the Doomwheel's Move Rate, and the Driver must roll on the Warpstone Generator Misfire Chart. If the Doomwheel is moving, at the end of the round it will continue past its opponents, and cannot be engaged again unless the Doomwheels opponents have a Move Rate equal to or greater.

	Missile Weapons		Melee Weapons
Roll	Result	Roll	Result
1-2	Warpstone Generator	1-2	Warpstone Generator
3-6	Wheel	3-5	Wheel
7-8	Giant Rat	6-8	Giant Rat
9-10	Engineer	9-10	Engineer

Damage to the Doomwheel- The Doomwheel Generator has a Toughness of Five, and 12 Damage Points due to its heavy mass. The Doomwheel Device itself, the frame and wheels, has an effective Strength of its current Move Rate, a Toughness of 7, and 25 Damage Points. If the Warpstone Generator is destroyed, it may no longer fire Warplightning, and it will automatically slow by 2 Move Rates a turn as the Giant Rats are no longer invigorated into activity by stray sparks of Warplightning. If the Doomwheel itself is destroyed, the surviving Giant Rats and the Driver may get free of the wreckage, but the Doomwheel is useless.

Poison Wind Globes

The Poison Wind Globes are small crystal spheres, hollow on the inside, and filled with deadly Warpstone tainted gases known as "poison wind". When inhaled, it causes the rupturing of blood vessels in the lungs, scars the lung tissue, and the lungs, after long exposure begin to fill with blood. In contact with skin, it causes burning, horrible puss filled blisters and oozing sores. Prolonged contact is similar to having acid poured on the skin. Exposure to the eyes can cause blindness.

One globe may be thrown by a Skaven possessing Special List Weapon Poison Globes at no risk. The Globadier may throw as many globes as they have attacks, but an Initiative test is necessary for each one thrown! Failure means the thrower has dropped and cracked the globe right at their feet... A successful result means that the caster may continue to throw, but all multiple throws have a -10 penalty due to the hastiness of the action.

To hit, it requires a successful Ballistic Skill roll. A successful roll means the target has been hit, or narrowly missed, and that the globe has broken billowing forth poison wind in the target's close proximity. An unsuccessful roll means the poison globe missed, and deviation must be rolled for as if it were a bomb. The target may still be hit by the misthrown globe.

Once the location of the broken poison wind globe has been determined, all within a five-yard radius of the broken globe will suffer from the effects of the poison wind. The poison wind causes an immediate loss of d6 wounds, with no reduction by Toughness or Armor, including magic armor. The gas permeates and clings to all in the area of effect, getting in the eyes, lungs, and skin of the recipients. All those affected by the gas must roll against Toughness. If they fail, they collapse, vomiting blood, disoriented for a round. They may make a Toughness test each round to regain their feet. Those who pass the Toughness test may continue to act at -10.

On the second round, those who voluntarily or involuntarily remained within the gas, and those who enter the gas on the second turn, take reduced damage of d4. The gas cloud will remain for three rounds, the first round

doing d6 damage, and the second and third rounds doing d4 damage. After those rounds, the poison gas does no further damage.

The -10 penalty for those who failed their Toughness tests will remain until they clean themselves, such as wiping down, bathing, or some other immersion.

Firing through poison gas or while in it is at -20.

Also, Wind Blast will cause the cloud to deviate and move for one round before it disperses it.

Since the weapon is a Warpstone weapon, it causes *Infected Wounds*.

Warpfire Thrower

The Warpfire Thrower is a weapon that spews out Warpflame, a corrosive mixture of Warpstone powder and caustic chemicals treated with magic. The mixture is contained in a barrel carried by one of the crew. A handpump is worn by the barrel bearer strapped to the chest, who will occasionally pump it to keep the pressure up inside. Too much pumping can result in too high of pressure, causing the barrel to burst while on the back of the pumper. Regardless to operate the weapon, it requires two trained Skaven operators.

The other Skaven controls the nozzle, pointing the nozzle at its opponents. By twisting the nozzle, they can change the pressure and flow of the Warpfire, changing the range and spread of the sheet of Warpflame.

The Warpfire Thrower is also a dangerous weapon for its user. Too much movement, too much pressure, or a failing in the valves of the Warpfire Thrower can cause the weapon to explode and end in a fiery demise for their crew.

The Warpfire thrower team cannot move and fire in the same round. Nor can its crew engage in any combat and still use the Warpfire Thrower. For movement purposes, the crew counts as encumbered and lose a point off of their Movement. The Barrel bearer may not use Dodge Blow or parry, while the firer may not parry, but may dodge.

To operate the Warpfire Thrower, the firing Skaven rolls under their Ballistic Skill. A successful roll indicates that the weapon has fired. An unsuccessful roll means that the weapon didn't operate correctly. The firer must then make an Intelligence roll. If the Skaven succeeds in the Intelligence test, nothing happens and the firer may operate the weapon the next turn. If the Skaven fails, the weapon has malfunctioned and may not fire until the firer clears the weapon by passing an Intelligence test. The firer may roll against Intelligence once per turn. If the firer critically fails either the BS or Intelligence test by rolling a double-digit number (example 55, 77, 100) over the characteristic, they must roll on the *Warpfire Thrower Misfire Table*. For every jam that occurs, all BS tests and Intelligence tests are modified by a cumulative penalty of minus 10.

If the weapon does fire successfully, the Skaven may nominate a group or an area within 20 yards. All targets in a 5 yard wide and up to 20-yard path are struck. Damage is calculated at Strength 5, and all targets in the site are considered *flammable*, and will take double damage. Although it is fire, the damage dice used is d6 instead of d4 to take into account the Warpstone. So all targets suffer a hit at S of 5, rolling 2d6 damage for damage, ignoring all armor. The Warpstone is unstable, so all targets on fire receive less damage as the Warpstone deteriorates. Any target then takes 2d4 damage until the fire is put out, as in the WFRP rulebook under *Putting Fires Out*.

Since the weapon is a Warpstone Weapon, all wounds count as *Infected Wounds*.

The Weapon carries enough Warpstone Concentrate for 12 uses.

Warpfire Thrower Misfire Table

Roll	Effect
1	The weapon is broken and inoperative, and will no longer function.
2-3	The nozzle clogs, and then bursts, destroying the firer's hands. The firer takes a full strength hit, with the arms as the location, and the weapon is destroyed
4-5	The Barrel bursts on the bearer's back, who takes a full strength hit, and the weapon is destroyed.
6	The entire weapon explodes catastrophically, with everyone within a 10-yard radius being caught in a full strength explosion.

Warplock Jezzail

The Warplock Jezzail is the most powerful firearm known to the Old World. The name is deceiving, since the weapon is not truly a Jezzail, but more like a small cannon, and is a weapon to be feared. The Warplock Jezzail is a beautifully crafted weapon, heavy, and requires the use of some sort of firing stand, to place the heavy barrel upon. It is fires a chunk of Warpstone, which on impact fragments and will poison the target's body. The Warplock

Jezzail gunner is usually accompanied by another gunner carrying the ammunition, who sets up the firing post. If a second gunner is not available, it makes the use of the weapon more difficult.

To use the weapon in a round, the Warpstone Gunner may not move, but must remain stationary, and cannot be engaged in hand to hand combat. Before the weapon may be fired, first the gunner must *set* the weapon. If there is another gunner with a firing post, this means the other gunner must place it. If there is other gunner has no firing post, then they extraneous gunner may use its back. Alternatively, the Warplock Jezzail may be supported by a low wall, a window, or other means of support. If no support is available, the gunner may try to hold and fire the weapon by himself. To do this, the gunner must make a successful Strength test. If successful, he may fire the shaking weapon at -20. If unsuccessful, the gunner was unable to keep the barrel up long enough, and must try on the next turn.

To hit with the Warplock Jezzail requires a successful Ballistic Skill test from the gunner. A failed result means a miss, and a miss by a double result (a critical failure of 77, 88, etc...) means a misfire, to be rolled on the *Warplock Jezzail Misfire Chart*.

The target struck takes damage according to the range listed on the *Warplock Firearms Chart*. The Warplock Jezzail also ignores all non-magical armor. Any armor covering a location by the Jezzail may be damaged or destroyed.

The Jezzail must then be reloaded, which takes two rounds if there is an extra gunner, and three if there is only one gunner. After the requisite number of rounds reloading, the weapon may be fired again.

The Warplock Jezzail, like all Warpstone weapons, causes *Infected Wounds*.

The Warplock Jezzail also has a smaller cousin, the Warplock Pistol, which is prone to the same misfire as the Warplock, but does not need the barrel support.

Warplock Firearms Chart

Weapon	*Point Blank*	*Short Range*	*Long Range*	*Extreme Range*	*Reload Time*
Jezzail	3/6	30/5	60/5	300/4	2-3 rounds
Pistol	3/3	12/3	16/3	40/2	2 rounds

Note: Under the respective ranges, the first number is maximum yards for that range, and the second is the Effective Strength of that weapon at that range.

Warplock Weapon Misfire Chart

Roll	*Misfire Result*
01-20	Bad round, weapon fires, but damage and range are halved.
21-40	Round fails to ignite, try again next round.
41-60	Dud round, weapon won't fire until cleared and reloaded.
61-70	"Hang Fire" Nothing, but the gun fires the next round unexpectedly. Anyone looking down the barrel takes a pointblank double damage round in the face, and any trying to clear the weapon take a point blank hit to the arm.
71-80	Weapon misfires, temporarily blinding the gunner. The gunner is at -10 until six rounds pass, and the weapon must be reloaded.
81-90	The round misfires, missing the target and destroying the weapon. The gunners remain unscathed.
91-00	Weapon explodes, and the gunners take an automatic S 6 hit.

Plague Censer of Clan Pestilens

The Plague Censers are flail-like weapons used by Clan Pestilens. The spike ball on the Plague Censer is thick but hollow. Before battle, a smoldering piece of Warpstone is placed within, and when the weapon is swung, the air rushing in fuels the burning, releasing a noxious gas quite similar to the Plague Wind. As the Plague Censer bearer swing the weapon in battle, a swirling cloud of deadly vapors surrounds them.

When used in combat, the Plague Censer is considered a two handed flail for all combat purposes. When it is swung, it emits the gas. All opponents in hand to hand combat or within three yards of the bearer will inhale the gas, and will suffer an automatic loss of d4 wounds, ignoring Toughness and armor. The resulting sore and burns are exactly similar to that of a Plague Wind.

The vapors also get in the eyes of those fighting the Plague Censer bearer, giving all opponents a -10 penalty to hit the Plague Censer Bearer. As long as the weapon continues to be swung, it will exude the vapors. Missile fire suffers no penalty to hit, as the fumes are not thick enough to obscure the bearer, and the bearers constant movement keeps the gas from becoming far thick.

For the Plague Censer bearer, the fumes are exhilarating. They automatically enter a frenzy as long as the fumes persist. The bearer, intoxicated by the fumes and protected by heavy robes, may still succumb to the fumes. Since they have developed a tolerance to the fumes, they must make a Toughness Test each round while in combat. The bearer may increase their Toughness by +10 for the frenzy they are in, and the skill *Immunity to Poison* further raises this test by another ten. A successful test means that no adverse effects have happened. A failed Toughness Test means the gas has gotten to the bearer and they lose an automatic wound, and will gain one point of *Warpstone Corruption.*

The wounds caused by the gas and the flail when lit are both considered *Infected Wounds*. The shard of Warpstone will burn for an hour of inactive use, or for five turns (thirty rounds) of active use.

Weeping Blades of Clan Eshin

Clan Eshin will give its members Weeping Blades on dangerous missions. The "Weeping Blades" are finely crafted daggers, forged with Warpstone and enchanted so that they drip a corrosive magical venom. When they wound opponents, the Warpstone mutates the flesh, and the Warpstone venom creeps into their body, poisoning and corrupting it from within.

When used, the enchantment and corrosiveness of the venom allow the weapon to ignore one point of non-magical armor, and when calculating damage, the target takes double damage. If the target is successfully wounded, they must make a Poison test or die.

Chapter Seventeen-Skaven Bestiary

Thurgin kept running as fast as his aching legs allowed him. He was fatigued, and had long ago discarded the helmet and chainmail shirt that had taxed his endurance so greatly, yet he still clutched his trusty axe. Wiping the sweat from his brow, his eyes sought to pierce the gloom ahead, to find the right passageway. He must hurry...

It seemed but a few minutes ago that his outpost had been assaulted by Skaven and their foul monstrosities... Rats had poured through the tunnels, tearing at and distracting the Dwarven sentries, long enough for a giant rat headed creature to burst into the outpost lifting and crushing the Dwarven defenders. He was sent to get aid, as the few remaining survivors sought to hold them off. His last glance back showed the other Dwarves frantically throwing off rats as the huge creature reached for them.

He was almost at the Lower Gate. He stopped to get his bearings and to rest his aching legs... He paused, head cocked... Something was... There! Red eyes! Thurgin tried to keep a firm grip on his axe with his sweating trembling hands, when four large wolf-like rats emerged from the darkness, creeping forward silently towards him...Thurgin prayed to Grungni and his ancestors, asking forgiveness for failing them...

Clan Moulder Mutant Experiments

Clan Moulder creates new and terrible beasts by applying crossbreeding and selective breeding techniques with the altering effects of Warpstone. Warpstone can be used in its raw form to create drastic changes, or used in its refined form and then fed to the beasts for more subtle and controlled changes. The following is by no means an exhaustive list of Moulder creatures.

BLOOD RATS

Blood Rats are Giant Rats bred by the Skaven that have a particularly acute sense of smell. Blood Rats are able to scent out the trail of their quarry and pursue it relentlessly. Their Night Vision and sense of hearing is also superior to most creatures and further enhances their remarkable sense of perception. Clan Moulder uses these Blood Rats to hunt down prey or to track down those who escape the clutches of the Skaven.

Physique

Blood Rats resemble Giant Rats in size, and usually have darker colored fur with slightly longer noses.

Alignment

Chaotic

Psychological Traits

Blood Rats are *Subject to Stupidity* if there is not a Trainer of a Handler within 20 yards.

Chaos Attributes

Blood Rats have a 10% chance of a random mutation, rolled on the Dominant Chaos Attribute Table in *Slaves to Darkness*.

Special Rules

Bite Attack with a 35% chance of causing *Infected Wounds*. Night Vision to 30 yards. Keen sense of smell, allowing the Blood Rat to *Follow Trail*, and give +50 to I tests to detect hidden prey.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	-	3	3	5	30	1	-	14	10	18	18	-

RAT OGRES

Rat Ogres are the most successful of Clan Moulder creation. Immense creatures, they resemble Skaven in appearance and speed, but an Ogre in strength and size. They are however, fairly stupid monstrosities, bred for battle, and must always be controlled by Pack Masters. They are the most favored of Clan Moulder creations, and are much in demand by other Clans as shock troops and bodyguards.

Physique

The Rat Ogres stand at around ten feet, and look like lightly furred Skaven, with disproportional muscles and huge claws and fangs.

Alignment

Chaotic

Psychological Traits

Rat Ogres cause *Fear* in all living beings under ten feet, and are immune to *Fear*.

Chaos Attributes

Rat Ogres have a 20% chance of having d3 Chaos Mutations from the Dominant Attribute Table of *Slaves to Darkness*.

Special Rules
Rat Ogres are *Subject to Stupidity* if there is no Pack Master or Trainer within ten yards.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	17	30	2	18	18	14	18	29	10

VERMIN TROLLS

Vermin Trolls are the least successful of Clan Moulder's experiments. They are smaller, faster rat-like trolls, but are incredibly stupid and difficult to control. They are exclusively used by Clan Moulder, and none have been sold yet to other Clans. They have the frustrating habit of scooping up and eating their Handlers when ever they get hungry...

Clan Moulder created Vermin Trolls in hopes of employing them in tunnel warfare, areas that the larger Rat Ogres sometimes have difficulty fighting in.

Physique
The Vermin Troll resembles a small troll standing at around eight feet, partially covered with fur, and rat like facial features. They move in an awkward gait, moving sporadically on their rear two legs at times, and on all fours at other times.

Alignment
Chaotic

Psychology
Subject to Hatred and *Stupidity*

Chaos Attributes
The Vermin Troll is rather unstable, with a 50% chance of having d3 Attributes from the Dominant Attribute Table from *Slaves to Darkness*.

Special Rules
The Vermin Troll, if not within 5 yards of a Pack Master, Trainer, or other Handler, is *Subject to Stupidity*. The Vermin Troll, if uncontrolled, will feed on the dead or disabled, ignoring combat unless attacked. It also *Regenerates* wounds as a normal Troll.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	9	4	4	12	30	3	14	14	14	24	24	6

WOLF RATS

The Wolf Rats of Clan Moulder are bloodthirsty pack animals, capable of bringing down larger prey. A blending of Wolf and Rat, they are fierce and relentless predators, who chase down their prey, wearing it down and then tearing their prey to pieces. They were created by Clan Moulder as attack rats and are very effective when operating in packs.

Physique
Wolf Rats share the same build and form as normal wolves, and may be mistaken as wolves from a distance. Instead of normal wolf-like features, they have long hairless rat-tails, with long clawed rat-feet, and a rat's head, but with a longer snout and a larger more powerful jaw with razor sharp teeth for tearing.

Alignment
Chaotic

Psychological Traits

Fear fire. Their make all Cool and Leadership Tests on their Pack Masters or Trainers Characteristics.

Chaos Attributes

The Wolf Rats have a 10% chance of an attribute rolled on the Dominant Attribute Table of *Slaves to Darkness*.

Special Rules

Bite Attack. 10% chance of causing *Infected Wounds*. If there is no Pack Master, Handler, or Trainer within 20 yards, they Wolf Rats will enter a *Frenzy* and attack the nearest living creature.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	3	3	5	30	1	-	14	14	18	18	-

Creatures of the Under-Empire

Amoebas-Amoebas are a constant problem to the Skaven, since they frequently creep up and reside just outside of Skaven lairs, living off the filth, refuse, and the occasional wayward Skaven.

Ambisphaena-Although rare, they pose a severe threat to the Skaven that wander across their path.

Basilisks-Basilisks are feared by the Skaven, but often used as a weapon, herded away towards rival Clans by sound and lights.

Bat (Normal)-Rarely anymore than a general nuisance, in times of need they are used as food.

Beetle (Giant)-These scuttling monstrosities will often attack Skaven inadvertently wandering in their territory. Their size and agility often make them more than a match for the solitary Skaven, and a nest of them can trouble a Skaven community for months.

Doppelganger-These creatures are fairly rare, avoiding the foul nature of Skaven. When encountered by Skaven, they are promptly attacked.

Dwarves-These are the toughest and most stalwart of the Skaven's underground foes. A single well-armed and armored Dwarf can tenaciously hold off a horde of Skaven for hours in a small tunnel. The individual dwarf is more than a match for their Skaven counterparts. However, the Skaven will often resort to trickery and superior numbers to drive the Dwarves out of their holds. The Skaven are a far greater threat to the Dwarves than the Dwarves are to the Skaven.

Goblins-Unlike the Dwarves, who are superior to the individual Skaven, the lone Goblin is less of a danger to a Skaven. Goblins however greatly outnumber Skaven, and are more inclined to resort to near suicidal actions in a battle. Unpredictable and brittle, their sheer numbers compete easily with those of the Skaven, and the Goblins are probably the greatest menace to the Skaven since both compete for the same resources and areas.

Fungi and Moulds-Like Amoebas, these creatures are natural hidden threats that are common and a danger to all Skaven in nearby communities.

Hydra-Rare underground, a Hydra can easily drive a small Skaven community out of its warren and take it for its own. The Skaven are terrified of this creature.

Lashworms-Lashworms, although a threat, once detected can be avoided and used as a natural trap by Skaven to attack and maim their pursuers or attackers.

Leeches-Leeches are a rare problem found residing in underwater streams or grottoes near the surface. Due to the Skaven's furry nature, Leeches are sometimes quite difficult to detect once they have attached themselves to their host.

Lizardmen-In some of the deep subterranean caverns and grottoes, the Skaven will encounter a group of Lizardmen or Troglodytes. These creatures are fearless, and can easily destroy a Skaven warband. A group of Lizardmen may live beneath a Skaven warren, and come up abduct and feed upon single Skaven.

Orcs-Although far less common than the Goblins, the Orcs are fierce and bloodthirsty foes of the Skaven who can quickly tear and shred a Skaven warband to pieces in moments. Far stronger and fierce than the cowardly Skaven, they are also quite unpredictable and more than happy to engage in combat. They often cow a group of Goblins into submission, leading them in attacks on Skaven lairs.

Rats (all types)-Needless to say, Rats are quite common in the Under-Empire, as well as in Skaven lairs.

Snotlings-A general nuisance, Snotlings can be caught and eaten. They make lousy slaves.

Spider (Giant)-Giant Spiders are a threat to Skaven lairs, and a powerful one can feed off of and terrorize a small Skaven community quite easily.

Swarm-Hordes of insects will often erupt from Skaven rubbish piles, consuming everything in their way. Some Swarms of rats are controlled by Skaven.

Troglodytes-The Lizardmen are quite a threat, but a single solitary Troglodyte, on a rampage, can cause the loss of a small Skaven lair, as the Clanrat Warriors run in fear as the Troglodyte tears the head off the Clan Chieftain and looks for more to eat. The Troglodytes are often used by Lizardmen as great beasts of war.

Undead-The Undead are a grave threat. Not just the restless dead from fallen Dwarven holds, but the Undead under the command of Nagash, who has a great hatred for the Skaven. The appearance of Undead is enough to cause entire Skaven warbands to flee in mindless terror.

Daemons of the Horned Rat

The Horned Rat has a number of fiendish Daemons at its disposal. Many of these Daemons are guardians of the Temple of the Horned Rat in Skavenblight. Others are summoned by Grey Seers.

DAEMONRUNT-Daemonic Mount

Description

The Daemonrunt resembles a large sickly pink furless rat. Large, about ten feet long, it is a disgusting creature, with pustules and boils. While it can be used as a mount, it is seldom used as such, since it looks like a monstrous runt of some Daemonic litter, which is upsetting even for Grey Seers. It exudes a certain sickness about it, and is constantly drooling or vomiting corrosive foam from its mouth.

Alignment

Chaotic

Psychological Traits

Daemonrunts cause *fear* in all living creatures. They are immune to psychological effects unless caused by a Lesser Daemon, Greater Daemon, Daemon Prince, or god, and cannot be forced to leave combat unless by these beings.

Special Traits

Daemonrunts are *Subject to Instability*. They disappear when their rider or summoner is killed. Any attack by them has a 10% chance of infecting the wounded target with the Black Plague.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	49	-	4	3	5	30	1	-	10	14	14	14	-

RATFIEND-Lesser Daemon

Description

The Ratfiend is a disturbing sight for both Skaven and humans. The Ratfiend has a large, muscled human body, with a fiendish furry rat head with glaring red eyes. For the Skaven, the almost human appearance is unsettling, while for humans, the twisted visage of the Ratfiend is something from nightmares.

It is often summoned by the Grey Seers to protect or guard an area, or to protect the summoner.

Alignment

Chaotic

Psychological Traits

Lesser Daemons cause *fear* in all living creatures under ten feet tall. They themselves are immune from psychological effects unless caused by a Greater Daemon, Daemon Prince, or god, and cannot be forced to leave combat except by those beings.

Special Traits

May only be struck by magical weapons, and are *Subject to Instability*. May use weapons. All attacks cause *Infected Wounds*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	-	4	3	5	60	2	49	89	89	89	89	6

DAEMONRAT HORDE-Daemonic Beasts

The Daemonrat horde resembles vaguely a Horde of Rats, except that these rats are larger, jet-black, with burning red eyes. They swarm their opponents in hordes, tearing away at their screaming opponents. They are often summoned for using during battles in tunnels.

Alignment
Chaotic

Psychological Traits
Daemonrat Hordes cause *Fear* in all living creatures under ten feet tall. They are themselves immune from all psychological effects unless caused by a Lesser Daemon, Greater Daemon, Daemon Prince, or god, and cannot be forced to leave combat unless by those beings.

Special Traits
Subject to Instability. All wounds caused by the Daemonrat Horde count as *Infected Wounds*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	3	3	25	20	5	-	6	6	6	6	-

VERMINLORD-Greater Daemon

The Verminlord resembles a massive Skaven, over ten feet tall, with a human's chest, goat legs, and a pair of slightly curving horns. They are fearsome monsters, wielding ensorcelled polearms with deadly effect, and a mastery of the magical arts. The Verminlord may only be summoned by a Grey Seer, usually for the purposes of a massive battle, where they Horned Rat's blessing is requested.

Alignment
Chaotic

Psychological Traits
Causes *Fear* in all living beings, and *Terror* in all creatures under ten feet. *Subject to Instability*.

Special Traits
Subject to Instability. Can cast spells as a Fourth Level Grey Seer, and bears a Doom Glaive. The Doom Glaive is a deadly polearm, enchanted with dark magic, any successful wound does not d6 damage but rather 3d6 damage. The Verminlord has 12d6 Magic Points, does not need to consume Warpstone like Grey Seers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	75	65	8	7	42	100	8	69					

VERMINWYRD-Daemonic Familiar

The Verminwyrd is a familiar, summoned by the Grey Seer, as an advisor and as a spy. They are highly treasured, if malicious creatures, not above lying or deceiving a master they find incompetent. The Verminwyrd resembles a large, coal-black rat, with glowing red eyes.

Alignment
Chaotic

Psychology
Causes *Fear* in all living creatures under 10'.

Special Rules

Like all Daemons, the Verminwyrd may only be hit by Magical Weapons. The Verminwyrd when summoned as a familiar for a Grey Seer, will be telepathically joined. The Grey Seer, if concentrating (and not doing anything else), can give the Verminwyrd commands and see what the Verminwyrd sees, as long as it remains within 13 yards of the Grey Seer. The Verminwyrd attacks with a bite, causing *Infected Wounds* 50% of the time. *Subject to Instability* when not summoned and bound by a Grey Seer. Also *Subject to Instability* when more than 13 yards from its Grey Seer.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	-	0	1	1	30	1	-	14	89	89	89	10

Chapter Eighteen-Lesser Warlord Clans of the Under-Empire

Not all Skaven Clans are as powerful or distinctive as the four major Clans covered earlier in greater detail. However, the less powerful Warlord Clans play a significant role in Skavendom. Some of them are described in greater detail below.

Onofrio Andaloccio kept his eyes closed, knowing that he would hear them long before he could see them. After a few minutes, he heard the distant sound of paddling, and opened his eyes, looking about the grotto. This silent grotto, below the Black Mountains was illuminated by an unnatural light that Onofrio had invoked, and hung eerily about his head. Slowly into sight rowed the Skaven. Onofrio held on tightly to the sulphur ball in his hand, and slowly recited in his mind the incantations in case of treachery, after all, this Tilean Necromancer had lived so long because he knew the virtues of caution and patience.

The Skaven rowed in closer to the shore, and the heavily clad Skaven were now visible in the four rafts. Onofrio had been contacted by these Skaven, who claimed to be from Clan Blackfur, and their proposition had seemed appealing. He however, was no fool, and he knew of the treacherous nature of the Skaven and had taken the appropriate precautions.

The Skaven landed on the shore, and they seemed bothered by the guttering unnatural green orbs of light floating about Onofrio. Quietly they began unloading the bodies onto the shore from their rafts. Onofrio glanced at the bodies, ensuring that they would be suitable for his invocation. After a dozen bodies had been placed on the shore, Onofrio snapped his fingers. A pair of skeletons emerged from the darkness, bearing a lead chest between them.

These Skaven seemed frightened by the sudden and silent appearance of the undead, but the possibility of what the box contained drove them forward to take the burden from the skeletons. The leader of the Clan Blackfur expedition, set the chest down, and slowly opened it, gasping in delight at the sickly glow of the warpstone that emanated once the heavy lid was lifted. Unnoticed by Onofrio, the Blackfur leader glanced towards a heavily cloaked figure still sitting in a raft. The quiet figure nodded once, almost imperceptibly, and the leader closed the chest and clambered into the raft as more skeletons emerged from the darkness to carry off the bodies.

Onofrio, lost in thought as the Skaven slipped back into the underground current on their ramshackle rafts, smiled to himself whilst reflecting on his success. Clearly his plans were coming to fruition…

Back in the raft, the silent figure tittered to itself, amused at how easily the manlings were duped! In serving himself, the manling was furthering the machinations of the Council of Thirteen and the Horned Rat itself! The Grey Seer reassuringly touched the lead chest and turned his thoughts to the next part of his instructions, content in the knowledge that clearly the Horned Rat's plans were coming to fruition!

Clan Khesherisk

Clan Khesherisk was once the most dominant Clan in the Southlands and Araby. Clan Khesherisk had controlled or dominated nearly all rival Clans on the continent. Their leadership took an active role in Council politics and were partially responsible for the incitement of the Crusades between Araby and the Old World. One of the few Clans still led by the Grey Lord that led them on the exodus, they have declined in power. Clan Pestilens, upon their return from Lustria engaged in a lightning campaign that destroyed wholesale Clan Khesherisk holdings. Since then they have suffered a number of defeats at the hands of Clan Pestilens, and have lost over half of their territory. Clan Khesherisk was supported and aided by the Council in its battle against Clan Pestilens until peace was declared between the warring factions. Although they have suffered immensely in the conflict, they still remain a fairly influential force, with its lord, the Grey Lord Azarskittar still maintains a place at the Council of Thirteen. With the exception of the holdings lost in the Southlands to Clan Pestilens, Clan Khesherisk still maintains a small but strong and fanatical following which is often in conflict with Clan Pestilens.

Clan Khesherisk lives off of mining and the wealth of the Southlands and Araby. Much of their profits are spent to import Black Wheat from Skavenblight. Clan Khesherisk also has a large population of slaves seized from above, and from the Savage Goblins tribes, and many in the Clan eats their slaves routinely. Grey Lord Azarskittar himself, and his closest Clan Guard consume only the flesh of slaves and captives from battle, and will eat nothing else. It is this diet that Grey Lord Azarskittar credits with his long life of a hundred centuries. Grey Lord Azarskittar also hibernates for months on end to maintain his long life, and many feel that it was this hibernation that accounted for the initial heavy losses caused by the surprise Pestilens attack. All of Azarskittar's Clan Guard are fanatically loyal to him, and all the Clan Guard of Azarskittar have the skill *Frenzied Attack.*

Clan Mors

Clan Mors is one of the more successful and numerous of the Warlord Clans. Their Clan Warlord is the Lord of Decay Warlord Gnawdwell Clan Mors controls the City of Pillars, a strategic Skaven stronghold. The City of Pillars was originally the Dwarven City of Karak Eight Peaks. The taking of the city was a particularly grueling affair, battling for two hundred years with Clan Gritak against both Dwarves and Goblinoids. After successfully driving the other races out and destroying or enslaving their allies from Clan Gritak, the city was finally theirs and has since been a source of wealth and power for the Clan. For more information on this Clan, see The City of Pillars under Skaven locations.

Clan Rictus

Clan Rictus, along with Clan Mors, is one of the most powerful of the numerous Warlord Clans. They hold Crookback Mountain, a former Goblin Stronghold. Their leader, Lord of Decay Kratch Doomclaw has a seat on the Council of Thirteen. This Clan gains incredible wealth from the Goblin slaves it takes, the rich mines in the area, and recovery of Warpstone from the Dark Lands. They are steadily progressing into the Dark Lands. They maintain their strength through large regiments of tough Stormvermin.

Clan Rictus has its own table for rolling up Careers from this Clan.

Clan Rictus Warrior Career Table

Roll	Skaven Career
01-30	**Clanrat Warrior**
31-40	**Blood Hunter**
41-50	**Mercenary**
51-55	**Messenger**
56-65	**Night Creeper**
66-70	**Rat Herder**
71-75	**Renegade**
76-80	**Skaven Guide**
81-100	**Stormvermin**

Clan Scruten

Clan Scruten is a Clan controlled wholly by the Grey Seers. The Council moved Clan Scruten into the Marienburg area a few hundred years ago under the leadership of Grey Seer Kritslik. The Clan has its main stronghold in the Cursed Marshes near Marienburg. The Clan is unusual in that many of its agents operate above ground. The Clan has provided numerous Skaven employed as scouts on the surface, used to escort Grey Seers and other Council Agents in rural or wild areas.

All Clan Scruten Messengers, Skaven Guides, and Skaven Scouts have additional skills. The Skaven Messenger has Conceal Rural, and the Skaven Guides and Scouts have Conceal and Silent Move Rural.

Clan Scruten has its own table used to roll up careers.

Clan Scruten Warrior Career Table

Roll	Skaven Career
01-40	**Clanrat Warrior**
41-50	**Blood Hunter**
51-60	**Mercenary**
61-70	**Messenger**
71-75	**Rat Herder**
76-80	**Renegade**
81-90	**Skaven Guide**
91-100	**Stormvermin**

Clan Skrisnik

Clan Skrisnik is one of the most quiet and least well-known Clans, yet one of the most powerful. Along with Clan Khesherisk, it is the only Clan still led by a Grey Lord. The leader of Clan Skrisnik is one of the most powerful Skaven alive today, although this is not common knowledge amongst the Skaven. Grey Lord Skrisnik despite his obscurity, holds numerous titles, including Warlord and Grey Lord of his Clan, the third highest Grey Seer (he has held the same position for five hundred years), and is a Lord of Decay, holding the Second Seat, making him one of the most powerful of all Skaven. Clan Skrisnik controls all the Skaven holdings in Estalia, maintaining a strict monopoly of power in the area. Lord Skrisnik plays a subtle role in politics and is responsible for some of the Council's most effective operations. One example is Lord Skrisnik's exploitation of the Estalian Inquisition feeding the Inquisitors all manner of false information, weakening Estalia and doing away with the Skaven's competitors, such as necromancers and those troubling Skaven plots.

Lord Skrisnik's power on the Council is an enigma to many, even his fellow Lords of Decay on the Council. Conservative and vague, , his role is an ambiguous and questionable one, since none can claim to know his motives. He is however one of the greatest schemers to ever have been produced by Skavendom, and his machinations are so subtle as to defy conception. None have ever crossed his will and lived to enjoy the fruits of their treachery.

Clan Skrisnik is not one of the most powerful or the most numerous, but it is well entrenched and amongst the most stable of Skaven Clans. Very conservative, they play a very small role in Skaven Society, and few really even know that they exist, or realize the extent of their power, for they seek to influence things in a subtle and indirect fashion. After all, Grey Lord Skrisnik can wait an eternity for his plans to hatch.

With his position in the Cult of the Horned Rat, Lord Skrisnik uses many of the Council Agents to help his Clan in undermining Estalia. The ignorance of the Estalians to the presence of this evil below their land is a further testament to Clan Skrisnik's abilities.

Chapter Nineteen-Locations in the Skaven Under-Empire

"Where there are rats, there are Skaven"
-Attributed to Count Mandred Skavenslayer

The Skaven Under-Empire is immense, and if its true size were to be known by the races above, they would be aghast at the reach and power of Skavendom.

Old Gomri pulled at his beard, betraying his concern. A rather mundane tunnel integrity evaluation had suddenly become complicated and worrisome. The old stubborn engineer set aside his anxiety and focused on his duty. It was Gomri's solemn duty as a Senior Engineer of the Middenheim Dwarven Engineer's Guild to take apprentices through the Undercity, familiarizing them with the area and to report any structural problems.

What had caught Gomri's attention, here in this far corner of the Undercity, was a strange tunnel. It was crafted to appear like an old Dwarven tunnel…however Gomri knew the area better than anyone and could never recall having seeing this tunnel ever before. Last report on this area was well over a year ago, and it had made no mention of this new and mysterious addition…upon closer inspection, Gomri had deduced that it was not Dwarven construction at all, but some poor attempt to imitate fine Dwarven craftsmanship!

After following it for a few hundred feet, Gomri had sent back two of the apprentices to make an immediate report about this disturbing development, and with the courage of and old dwarf, he had continued along with his assistant journeyman. The two of them had now been traveling for about half an hour, and the character of the construction had now changed to cheap and shoddy mining, all done quite recently. Gomri and his assistant had carefully documented the excavation in their journals and left behind signs that only Dwarven Engineers would recognize, so that the expedition certain to be sent down could catch up with them.

Gomri mulled over the idea of who could have constructed this…mutants maybe? He then had a flash of insight from looking at the construction, an answer drawn from insight, years of experience, and his own solid line of reasoning: Skaven! Gomri immediately decided to turn back and hurry back to inform his superiors about this! He turned about and then noticed that his assistant was missing! Not a sign was left to tell of the dwarf's fate! Gomri fought to maintain control, wondering what could have happened to his young companion. His fear started to turn to a panic. He carefully lifted up his pickaxe, raised his lantern, and warily retracing his footsteps. Looking down closely at the tracks he had left, he discovered that he had been walking alone for the past few minutes. No sign of his assistant still… Gomri hurried along in the direction of the surface, his senses straining to pick up any clue or alert him of any danger.

It was then that Gomri came to the horrifying thought that maybe the two apprentices he had sent off for assistance had never reached the surface…and he came to the grim conclusion, looking around at the silent waiting darkness, that he too would never reach the surface to warn of the danger.

The Black Chasm-Skaven Lair

The Black Chasm was the Stronghold of the Lord of Decay Vask, before his death by Plaguelord Nurglitch. Upon Lord Vask's demise, the Black Chasm Stronghold lost much of its influence. Black Chasm is located in the mountains of central Brettonia. It is here that the Skaven mine the ore-rich veins and harvest the numerous fungi that grow along the underground streams. The Black Chasm is a massive underground fault that has opened deep below the mountains, requiring little extra work by the Skaven. It is along the numerous arteries here that the Skaven spread out to emerge upon isolated human communities to snatch away its inhabitants for the slave mines. Unlike Fester Spike, which has numerous Goblinoid, Dwarven, and Human slaves, the slaves here are nearly all Human or Skaven, and their lives are every bit as miserable as can be expected. This mountain range is feared in Bretonnia, although the presence of Skaven is not well known.

City of Pillars (Karak Eight Peaks)-Skaven Stronghold

The City of Pillars is one of the most impressive Skaven Strongholds, under the control of Clan Mors. Originally the Dwarven City of Karak Eight Peaks, it is the site of one of the greatest Skaven victories and also one of its greatest treacheries. A strong Dwarven citadel, it took the Skaven centuries to capture it. For generations upon generations, Clans Mors and Gritak dug into the lower workings, poisoning the Dwarven wells with Warpstone, biding their time for the Dwarves to leave. Less subtle in their plotting, and upsetting the Skaven scheme, Goblinoids poured in, attacking the weakened Dwarves. The Skaven flung their forces into battle, and for decades the battle for Karak Eight Peaks raged on unabated.

Eventually the Skaven brought in the dreadful weapons of Clan Skryre. It was these weapons of Warpstone and choking gas that finally drove the beleaguered Dwarves from their home. Clan Skryre weaponry and tactics were also used to collapse the top level of Karak Eight Peaks on top of nearly all the Goblinoids, as well as upon the unsuspecting Clan Gritak, leaving Karak Eight Peaks in the sole possession of treacherous Clan Mors.

The work of the Dwarves can still be seen in the City of Pillars. Countless vaulted and arched halls and passageways stretch the length of the stronghold, held up by numberless stout columns and pillars of intricate workmanship. Much of the fine Dwarven craft have been destroyed or defaced in the years of fighting. The upper levels are precarious, prone to cave-ins, while the entire top level is collapsed, concealing the bodies of several thousand Orcs, Goblins, and Clan Gritak Skaven. The middle and lower levels are packed by a teeming sea of Skaven, while the lowest levels are filled with Warpstone tainted water, and are the hunting ground of strange twisted and mutated predators.

Crookback Mountain-Skaven Stronghold

Crookback Mountain is the Stronghold of the powerful Warlord Clan known as Clan Rictus. Crookback Mountain was seized from feuding Night Goblins with the assistance of Clan Skryre. Due to its location in the Dark Lands, Clan Rictus often sounds out large bands of Skaven to fall upon nearby Goblin tribes. The captives are sent back to Crookback Mountain. The captive Goblins are then sent to other Clans in the Under-Empire as slaves, or kept for food or to work the ore-rich mines below Crookback Mountain.

The Skaven of Clan Rictus are well experienced in surprising Goblins and capturing them through a number of ploys. The Clan often sends out expeditions to the local mountain areas and into the Dark Lands to search for Warpstone meteors that are often seen scarring the night sky with the fiery entrances as they streak through the evening solitude. These expeditions, while costly and often deadly, are essential for recovering the priceless Warpstone. The Goblin slave trade and the Warpstone expeditions have made Clan Rictus extremely powerful

Crookback Mountain sits at the Eastern point of Mad Dog Pass, a twisted dusty black summit piercing the sky. To maintain this dangerous position around Mad Dog Pass, the Clan has one of the largest contingents of Stormvermin, who form the basis of Lord of Decay Kratch Doomclaw's power and authority. The local Goblin tribes have learned to fear the Black Skaven from the Black Spire...

Ekrund-Skaven Lair

Ekrund is a fairly populated but poor Skaven Lair in the Badlands. Nestled away in the Dragonback Mountains, the lair has often been besieged and attacked by Goblinoids. Its mineral and ore wealth is beginning to run out, and the prospects for this beleaguered hold are looking grim.

Foul Peak-Skaven Lair

Foul Peak is one of the three Skaven lairs in the central portion of the Vaults. There is a fairly large group of Grey Seers as well as a number of Clans declaring allegiance to Clan Skryre based here at this lair. This lair relies greatly on the slave and mineral trade that passes through on the routes here. Amongst the many Clans that live here, there is a high degree of plotting and intrigue, but little open warfare. Many of the Clans, acting on the behest of the Grey Seers, have been involved in a number of actions in Tilea.

Fester Spike-Skaven Lair

Fester Spike is located near other Skaven lairs in the Vaults. Fester Spike is one of the highest peaks in the area, and the lair within stretches out for hundreds of miles beneath. Fester Spike relies on its mining, run by a number of Clans who hold different sections of the mines. These Clans are preoccupied by constant skirmishing and intermittent open warfare. Fester Spike is also notorious for its incredibly violent slave revolts, and famous as well for its draconian measures it uses to put down and prevent these revolts. For the slaves, Skaven and non-Skaven, the existence here is one of utter misery.

Hell Pit-Skaven Stronghold

The Hell Pit is one of the most horrific of all Skaven lairs or strongholds. Dug into the walls and floor of a chasm torn into the side of a snowy Northern World's Edge Mountain, the stronghold is warmed by the volcanic pools that cloud the already close and stagnant air. The senses are overwhelmed by not only by the sulfurous stink of the chasm itself and its filthy occupants, but by the tumultuous din and clamor that echoes from a thousand tormented and warped throats and mouths that utter the cacophony of misery sounded out in wretched snorts, howls, squeals, screeches, screams, and shrill cries that echo along the chasm, building in crescendo until one goes mad, their eardrums burst, or both.

This blasphemous and blighted place is the breeding grounds and stronghold of Clan Moulder known as the Hell Pit. From here Clan Moulder sends out expeditions to bring in new monsters and creatures to fuel their experiments. The expeditions return with caravans of wheeled cages filled with all manners of beasts seeking to burst from their imprisonment. These creatures are brought into the Hell Pit, where they are placed in pits or cages and exposed to Warpstone, either in their food and water or directly exposed to the Warpstone itself. Often the creatures will begin to rot or melt while lying still in their excrement as they slowly die an agonizing death, venting their hatred at their tormentors through baleful glances and stretched claws. There are times though, when the Warpstone provides a superior mutation, and the altered creature is added to the nightmarish Clan Moulder menagerie.

The most abominable place in the Hell Pit is at the lower pit of the Hell Pit where all the uncontrollable experiments are tossed in with the failed and dying experiments. The predatory cries mix with the dying shrieks of their prey as they live and die amongst the piles of dead and rotting flesh and excrement scattered with the bones and skulls of dead monstrosities. The smell is so bad that none can peer over the edge, but if one were to, they would see a nightmarish landscape of bloated rotting carcasses and the wretched pale, slimy, corrupted *things* that tear each other apart in throes of living agony.

It is through these corrupted and vile experiments that Clan Moulder gains its power and its wealth. By selling neutered and sterile monsters to the other Clans, they can gain wealth and influence. Many of their best and most foul creations they keep for their own use, to defend against the forces of Chaos, Goblinoids, other Skaven Clans, or the Kislevites. The massive fearsome Rat Ogres, the tireless predatory Rat-Wolves, the creeping Blood-Rats, and a hundred other abominations are the sadistic creations emerging from the Hell Pit.

Karak Azgal-Skaven Lair

This Dwarven city finally fell under constant attack from Orcs and others. Integral to the Dwarven downfall were the secret attacks the Skaven of Clan Sketter made, poisoning wells and foodstuffs, assassinating leaders, killing off sentries during Orc attacks. The Skaven carried out these acts in secret, without the Dwarves nor the goblinoids discovering this, hoping to keep the two parties distracted and exerting themselves while the Skaven mined from below to steal the wealth for their own nefarious purposes and prepared to strike from below. When the city finally fell, the goblinoids accidentally discovered the Skaven presence and fighting broke out. The Skaven were crushed when "Graug the Terrible" a dragon, tunneled into the Skaven tunnels while searching for the hidden Dwarven vaults that had not been discovered. The Clan Sketter was routed. The Dragon sat on the hoard for hundreds of years, until killed by a young Dwarven warrior.

When news that the Dragon had been defeated, Clan Sketter was commanded to seize the hold. By the time Clan Sketter prepared an assault on the hold, it was defended by bands of adventurers, mercenaries, and well-armed Dwarven expeditions drawn by the allure of the wealth of the dragon hoard. The valiant defenders drove Clan Sketter off in a bloody repulse, and have pushed Clan Sketter back. Clan Sketter barely holds a portion of its warrens, while its enemies back in Skavenblight plot against them.

Karak Drazh-Skaven Lair

Known by the Dwarves as "Black Crag", Karak Drazh is an Orc stronghold. An ominous location, with black granite crags, the fortress is fashioned from the same stone. The Orcs are led by an Orc of monstrous reputation and stature known as Gorfang Troll-Eater. The Skaven lair here is secret and unintrusive, observing everything from hidden tunnels. The Grey Seers have demanded that Black Crag be watched carefully, and it is rumored that the inactivity of his lair will change as soon as the Council of Thirteen deems the time right to act against the complacent and unsuspecting Orcs.

Karak Ungor-Skaven Lair

The Dwarven City of Karak Ungor fell to the endless hordes of Goblins and Orcs. The Dwarves had delved deep mines, far too many to be defended, and their foes swept through the forgotten workings from below. The Dwarves fought back bravely against the foe, but were simply overwhelmed. Years after their victory, the goblinoids became complacent and started fighting between themselves, and the Skaven then secretly tunneled in for minerals and small deposits of Warpstone. There has been a little fighting between the two races, primarily because the Orcs and Goblins are unaware of the threat, and the Skaven presence is still small and not prepared to engage the goblinoids in open warfare.

Karak Varn-Skaven Lair

The Skaven conquest of Karak Varn is amongst their greatest successes. Grey Seers secretly influenced the shamans of local Orc tribes, and through the shamans tricked the Orcs into battling the Dwarves of Karak Varn, whom had been badly weakened by Skaven-related volcanic activity. As the Orcs and their Goblin allies were fighting, the Skaven poisoned the wells, poured refined warpdust into airshafts, and then rose up from concealed tunnels and crushed the Dwarves and Orcs both. They then about mining the valuable Warpstone that had drawn them.

During the fighting for Karak Varn though, a group of Dwarven engineers escaped. Safe at nearby strong holds, they swore a solemn vow to recover Karak Varn through any means. They set about with fervor to design fantastic digging machines to burst into Skaven tunnels, and have built bizarre underwater vehicles and capsules to travel the flooded tunnels and recover the precious Gromril and set explosives to destroy Skaven tunnels and caverns. The Skaven have recently been beset by Dwarven "Moles", giant drill-like machines that have burst into large Skaven caverns and run amok amongst the panicked Skaven.

Marienburg-Skaven Lair

The Skaven lair under Marienburg has only been established recently. Originally inhabited by a handful of small and meager Skaven Clans, the lair has been occupied by Clan Scruten, under the authority of no less than the Cult of the Horned Rat. The Grey Seer Kritslik brought the Clan here, and for what reasons, known but the Council and the Cult know...

Middenheim-Skaven Lair

The Skaven lair under Middenheim has always been plagued with problems. The minerals have long been mined out by the Dwarves, it is difficult to seize slaves since the local communities are small but well protected. The eternal vigilance of the Dwarves under Middenheim, and the Middenheimers themselves have also been a problem, with many forays led by Dwarves and the human soldiers assisted by the Middenheim Wizard's Guild. There is unexplained flooding and cave-ins that happen for unknown reasons or causes... Despite these problems, the Council insists on maintaining a presence here, so the lair remains occupied.

Mount Lhasa-Skaven Stronghold

Mount Lhasa was a Skaven lair under a great mountain in the Southlands, held by Clan Merkit who had pledged loyalty to Lord Azarskittar. During the war against Clan Pestilens, Mount Lhasa was completely overrun

during a siege by Clan Pestilens, and only Lord Merkit and a small bodyguard escaped the disaster. Mount Lhasa is now a Stronghold held by Clan Pestilens, and is the center of their activity within the Southlands.

Mount Silverspear-Skaven Lair

Mount Silverspear is a Skaven lair that is embroiled in constant warfare. The mineral wealth in the area is bountiful, as is the potential for acquiring slaves. However the local tribes of Orcs and Goblins often put up fierce fights against Skaven raiding parties, and often launch their own raids, requiring a massive drain on the local Clan resources.

Nuln-Skaven Lair

The Nuln lair was once the stronghold of Clan Skab. They had long been directed by the Council and the Grey Seer to maintain a quiet presence and await Council orders. They had been part of a plan to take Nuln from below, until a disaster series of encounters between the local Grey Seer and a small group of adventurers. In the ensuing reprisals and attacks, Clan Skab was nearly completely destroyed, and the Skaven all but driven out of Nuln. The last few pitiful remnants are systematically being enslaved by the Council for the failure.

Putrid Sump-Skaven Lair

Putrid Sump is an important route along the Under-Empire. Like many of the other Skaven lairs it relies on mining and the slave trade. The Under-Empire routes are assisted by the numerous underground rivers that also pass through here. Putrid Sump's main problem is the conflict that has broken out over control of the lair. A number of Clan Chieftains are fighting for control of the lair, each backed secretly by different groups. This struggle occasionally breaks out into open armed conflict, but is normally a series of ambushes, assassinations, inspired slave revolts, and other secretive and nasty plots.

Skavenblight-Skaven Stronghold and Capital

Skavenblight is the foul heart of the Skaven Under-Empire and the source of the Horned Rat's treachery. The once beautiful human city has been sucked into the great morass of the stinking bog that surrounds it.

At the center of Skavenblight stands the twisted blighted monolithic tower to the Horned Rat known as the Shattered Tower. The original colors of the tower have been stained black by pollution, grime, and unholy sacrifice. Its black surface is now wet, clammy, and crumbling, an oozing eyesore capped by the cloud enshrouded bell tower. The mist clinging to all of Skavenblight is thickest here by the Shattered Tower, pouring thickly through doorways and windows, into the temple, covering the rooms in a stagnant pool of poisonous miasma. This great bell-tower is the sight of the Horned Rat's temple and the place of the Horned Rat's incarnation. Once past the white albino Council Guards, you enter the decaying edifice. Rats scamper along the floor, hidden in beneath the foul marshy fog. Inside are abandoned rotting chapels, obscene and dark altars to the Horned Rat, and great vaulted chambers that are the site of horrible services and devotions to the Horned Rat. At the center of the ground floor of the Temple is a blackened and baroque winding stairway that climbs up into the benighted cathedral ceiling, eventually reaching the bell-tower where the damned bells still ring, tolling each victory of Skavendom.

Beyond the stairway is a massive room, the Sanctum of the Horned Rat. It is here that the Horned Rat made its appearance. The room has one main entrance, through the massive archway, and twelve smaller entrances. The twelve smaller entrances lead to silent corridors where the Grey Seers study their black arts. The Sanctum itself is a massive room, the largest in the temple. The entire floor of this circular chamber is a massive symbol to the Horned Rat. At the end of the room, on a massive dais, is a giant altar and pulpit. On the pulpit is a massive book, bound in brass and iron, and spread across the altar is a cloth bearing the symbol of the Horned Rat. Sunk into its surface is a massive brass bowl, covered in runes obscured by the dry flaking blood. Behind the dais, on a raised level, is a massive pillar of Warpstone, the Pillar of Commandments. The pillar glows with a sickening and mesmerizing inner light that seems to blur everything about it. This huge pillar has thirteen sides, each side intricately inscribed with spidery runes. This is the pillar of the Horned Rat.

Climbing the winding staircase to the next floor, one arrives at immense blackened iron bound double doors. The stairs continue up into the cursed bell tower. It is beyond that massive portal that the Council sits. Guarding the doors are the albino Council Guards and Rat Ogres. Next to the door is a pitted, tarnished, chipped bronze gong, massive in size that is struck by a Rat Ogre. Once beyond the doors, is the Chamber of the Thirteen. Dark and oppressive, the dimensions of the cold stone room are impossible to make out in the gloom, obscured in the shadows. In the exact center of the room is a giant circle embellished with the symbol of the Horned Rat. Circling about the room, on a raised dais, are thirteen thrones set out at exact distances. The most elaborate and largest of the thrones, is

the thirteenth, at the apex of the circle, opposite the door and raised on yet another dais. This throne is a twisted jagged monstrosity sprouting twisted and jagged ornate spires and the symbol of the Horned Rat hangs above it. The remaining thrones are smaller and less ornate, and above them hang their banners identifying the throne's occupant.

Outside of the Shattered Tower, is the decaying stone city that man had built and has now forgotten. The streets and buildings are quiet, empty, and fog enshrouded. Unseen things scamper in alleys, red eyes watch from shadowed doorways, figures pass in nearby archways. Much of the city has sunken deep into the morass, swallowing building, and it is here and below that most Skaven live. Under Skavenblight is teeming and writhing with countless Skaven. The sunken city and the burrows and warrens below are packed thick with biting scratching screeching squealing hissing Skaven. The Skaven have lived, fought, and died here for thousands of years. The stench and filth is unparalleled. The upper section is controlled and dominated by Clans and Warlords. All four of the major Clans have their own districts here. It is a series of endless labyrinths, mazes, tunnels, warrens, and burrows lit by the flickering flames fueled by methane.

The Clan Skryre district is awash with the sound of metalwork. It is here that Clan Skryre is centered. The boundaries of this district are dense with numerous barriers, fortifications, and watchpoints, all protected by a bewildering array of Clan Skryre weaponry. Behind the defenses, the district is awash with the sound of Clanging metal works. Low crackling lightning exudes from the globes, with numerous pipes and wires feeding into the Warplightning Generators that power the lighting. There are massive chambers, giant workrooms where an army of artificers and artisans labor over hot forges to make the fiendish Clan Skryre weapons and inventions, closely watched by the Clan Skryre Engineers. It is in the inner workshops where the Warpstone is brought, and refined, and added to various weapons, brews, and items to power them. There are numerous secret alcoves where the Clan Skryre Engineers study their magical arts. Below this section are huge rooms filled with massive, complex, and ornate Warplightning Generators that fill the air with electricity and an eerie blue light. Generator technicians scamper about the machinery, repairing, fixing, and adjusting the Generators. The whole district is a flurry of activity with all the guards and Clan Skryre Engineers directing all the workmen, artisans, and laborers to the workplaces, and with teams of sweating slaves hauling in great carts filled with ore and other materials, all under the flickering sparks of Warplightning.

The Clan Moulder district is smaller, and more closed. It reeks with the smell of fur and waste. The district is well guarded, but with many of the defenses directed to the inside. Between the outer and inner defenses is a ring of corridors and barracks to house the Stormvermin whom defend the Clan Moulder district. Each corridor has a strong portcullis that can be dropped to block the corridor, and often a room above with murder holes to drop poison gas or hot oil down. The inner section consists of large rooms, with numerous holes sunk into the ground, and caged doors across the top, securely locked and bolted. It is here that Clan Moulder keeps many of its monstrosities for sale and for defense. Should a creature escape its holding, the corridors can be sealed to keep it in, while it is poisoned or subdued with an appropriate gas. Likewise, if the district is attacked, certain corridors can be sealed off, while others opened, so that the monsters can rampage amongst the enemy forces, and then sealed after the creature exits the district. Above the large chambers are the rooms for the Clan Moulder diplomats and envoys, as well as the quarters for Packlord and his guard when he stays for Council matters.

The Clan Pestilens District is small, and far from other quarters. The tunnels leading to it are quiet and abandoned, few venture down this direction, and none choose to live here. This section is a series of chambers for the Priesthood of Pestilence, with barracks for numerous Monks and Priests. Each series of chambers also contains devotional rooms and small temples and shrines for religious purposes. This area is mostly a giant religious quarter full of fanatic followers. The largest temple is in the Plaguelord's section, where him and his elite guard stay.

A few shadowy and thin quarters lead into the Clan Eshin district. It seems to be a maze with no rooms or quarters. All the rooms and doors are actually concealed and barred from within. As soon as someone enters this section, sentries notice and alert others. If they are unwanted, a Clan Eshin assassin will drop silently from a concealed entrance behind the intruder and strangle them. Alternatively, a small poisonous dart will be shot from a concealed hole, the intruder dies, and eventually will be dragged out later. Those dealing with Clan Eshin must come announced, and will be blindfolded and escorted to the section, led through the maze, and then through a secret door. More often though, Clan Eshin will meet in a "secret" and "neutral" area thick with hidden Clan Eshin spies and assassins, where deals and alliances are made. Presumably, the Nightlord sometimes stays in this section here in Skavenblight, but he has never been seen here...

Other Warlord Clans and Clan Chieftains control the remaining upper districts. These are fairly strong Clans, who are closely united or allied with one of the four major Clans, and provide numerous services and assistance to retain at least a small degree of control within their Clan without interference.

Below these Clan districts, the tunnels become packed with Skaven bodies. With no legitimate laws or authority, life is short and brutal here. Lesser Clans bully and murder the Skaven here and their rivals in a fit of

unfulfilled rage, acting as frustrated despots. The drainage from the districts above, and the damp from the Blighted Marsh itself make this area unpleasant at best, with deteriorating walls, and any wooden supports rot and buckle. In the lower levels the water and effluence rise to the waist, and Skaven dig holes and nests near the ceiling for shelter. The walls and ceilings, undermined, often collapse, burying the Skaven or dropping them into the sewage below. Occasionally a flood will occur, and a murky torrent will rush down the dark tunnels, sweeping away the frantic hapless Skaven into the darker tunnels into deep underground streams or chasms.

What lies below this level is unknown. Strange, hateful, misshapen creatures crawl up from below, to silently drag any unfortunate Skaven below. Sometimes these *things* will terrorize entire sections of the lower works, or even emerge into the districts where it will take entire groups of Clanrats or Stormvermin and Grey Seers to put a stop to their rampage, as they tear apart everyone and everything in their path. *Usually*, though, they stay hidden in the blackness below, *usually*...

Outside of Skavenblight are the Blighted Marshes, traversed only by slithering creatures and Skaven slave barges, the grunting rowing slaves pushed beyond exhaustion by the scourge-wielding Slave overseer. A number of massive black crumbling stone mills exist, with slaves pushing the heavy grindstone about to crush the Black Wheat in the mill. When a slave drops from exhaustion, they are rolled over the side of the docks outside, where green scaly creatures snap them up in their jaws and disappear in the murk.

Tobaro-Skaven Lair

Tobaro is a significant Skaven holding in Tilea. Since a battle with the local populations, it is now ruled over by Grey Lord of Decay Skrisnik, who is one of the oldest and most powerful of all Skaven. The Skaven numbers here are small and carefully controlled by the Grey Lord, who rids his Clan of the weak and wretched, and maintains a high degree of secrecy. The Grey Lord does not actually live anywhere near Tobaro, but rather in a secret lair surrounded by enchantments, physically imposing and totally loyal Stormvermin, and foul fiends. The Skaven here in Tobaro help gather the Black Wheat for import to the other parts of the Skaven Under-Empire, manufacture a few finished goods, and mine.

Chapter Twenty-Skaven Campaigns

"All right. Now you lot have saved the Emperor's life...again. The Emperor thanks you earnestly and gives you each ten thousand Gold Crowns. Now Pete: He offers your Judicial Champion his daughter's hand in marriage, a principality, and all that sort of stuff. Dan: he thanks your Dwarven Giant Slayer for all the work he has done too, and gives you this magical axe as a gift, its called "DaemonSlayer", and its got a Greater Death Rune, and gives you five Armor Points on all your locations, and you can resist all Spells as if you had a 99 Will Power. All right? Oh yeah, and he promises to send you a hundred thousand soldiers for your campaign in the North to close down the Warpgates... Now Alicia: Your Fourth Level Elementalist/Wardancer has been given a special gift. Its a full suit of plate armor, it protects with four armor points to all locations, and doesn't interfere with your spellcasting or your Wardancer abilities. It also raises you Initiative by twenty, giving you an Initiative, I think, with all of your other magic items... to an I of 180... You all get four extra Fate Points, and now, let me give you your experience points..."

Why a Skaven Campaign?

There is a limit players reach, when they have discover yet another Chaos Cult in every city, town, village, and hamlet they have traveled to. Let's face it, saving the Old World can get tedious after awhile. If you really want to break the monotony of a campaign, let the players be something different. Invite them over as if for a normal WFRP campaign, and then let them discover they will be playing Skaven. A Skaven campaign, although evil, allows a GM to really maintain control of the game, and yet allow the players to have a welcome break.

Besides giving yourself and the players a new experience, there are numerous reasons to run a Skaven Campaign. A Skaven Campaign is not a typical "evil" campaign. No, the players cannot rape and pillage across Middenheim. They cannot kill Emperor Karl Franz and assume the throne of the Empire. They just can not get up and loot and pillage the Temple of Sigmar, or go through a portal to fight Taal, or other silly things that players think of sometimes. There are numerous constraints that the GM and the players deal with, that can really enhance the game.

A perfect example is the world they live in. Since most of the activity is in the Skaven Under-Empire, it alters things considerably. The players cannot fly about a battlefield, observing, and going to where they are needed. In a battle in tunnels, they may murder everyone in their path, but what's happening in the other tunnels? Or on their flanks in the neighboring tunnels? What if the players have hacked their opposition to pieces, only to discover that in all the other tunnels the enemy has pushed back their Clan, and that they are alone? The first thing the players would notice is that the enemy are behind them... It is far easier to maintain secrecy and the confusion of living in the Under-Empire. So few in the Under-Empire are truly knowing of what goes on, and those that do, are not likely to divulge their information to a couple of Clanrat Warriors. The players simply can not go to the next tavern and talk to the barman. They have to work hard to discover information, they simply just can not look around or roll for rumors in the common room.

Another device to make the game more interesting is the hierarchy of Skaven society. Each success they have, brings them into greater danger. In a normal campaign, sure, Graf Boris gives them 20,000 Gold Crowns, and a title. A successful group of Skaven PCs will have to deal with suspicious superiors, envious equals, and jealous or downtrodden lessers, all who despise the PCs for their success and gain. The game just gets more and more difficult the better they do and the more they acquire. This provides greater opportunities and challenges for the group, rather than resulting in them buying Town Houses and joining the local aristocracy. Even if the Skaven PCs do attain something, like the leadership of a Clan, they could run into trouble with nearby Clans, Clan Warlords, the Council of Thirteen, the Grey Seers, or a Clan revolt. Of course, they will always have their own followers and allies plotting their demise...

The lack of wealth, also keeps the players from carting around 3,000 GCs spending money. The players will have to steal, connive, rob, beg, or threaten for many of the things they want. And if they get something really nice, they'll have to fight to keep it!

Keeping the Skaven amongst the Skaven also fits their culture, society, and individual psychology. The characters, role-playing as conspiratorial Skaven, benefit most when dealing in their own society. A good GM will keep the Skaven from frolicking about human cities. The Council of Thirteen Decrees should keep the PCs well away from the surface. The rare adventure aboveground, should be fraught with danger, subterfuge, and intrigue, with Council double-crosses, spies, human cultists, and if the players are doing too good or too bad, remember what could happen: they could run into a band of meddlesome adventurers...

Remember, no matter how powerful the Skaven PCs get, there will always be those more powerful. There are the four major Clans, their powerful leaders, the Council of Thirteen, the Grey Seers and the Cult of the Horned Rat, and if that does not curtail their excess, there is always an appearance by the Horned Rat and a score of Verminlords to quickly whip them into shape and get them rolling up new characters. The use of superiors, to keep the players working, sweating, and happy just to survive an adventure, will keep the player characters on their toes.

I am not suggesting that GM use all of these to have his way and get back at the players that have reduced his favorite villains to bloody pulps, but rather that there are a number of obstacles, GM and plot devices to challenge the characters and keep their interest. The idea is for everyone to enjoy themselves, and hopefully, the GM can set up a rewarding adventure that will push the players to their utmost, instead of yet another "where's the hidden cult?" adventure.

Clan Campaigns

Most campaigns will probably begin as Clan Campaigns. The characters are rolled up, or chosen, and then placed in a campaign. The GM can choose one of the four major Clans, or more rewarding, design a smaller Clan for them to interact within. Detail the leader(s), the factions, the advisors, the bodyguards, the means of subsistence, and the plotting that is going on, and then drop the players right amidst the chaos. Let them sort out who is on whose side and what exactly is transpiring within the Clan. Small Clans allow a high degree of advancement and recognition for the player characters, rather than Clan Skryre, where the existing social order is institutionalized and stable, with incredibly powerful leadership that limits the PCs' advancement.

With luck, and a little intelligence, the characters should survive the plotting, and gain power, maybe even control of the Clan, and can then become more involved in Clan rivalry, and warfare with other Clans. In the four large Clans, the players may work for superiors, whom act as their patrons. Of course, groups that do well may get the attention of the Council or the Cult of the Horned Rat…

Council Campaigns

Most campaigns should start off as Clan Campaigns. If the players are doing well, they may be recruited or become involved in Council plots. Working at the behest of the Cult, the Council, or individual Councilmembers can lead to intriguing adventures, with the player characters subverting Clans, spying on humans, recovering Warpstone, plotting against other minions of the Council, acquiring power and influence, and of course fighting off assassination attempts by rivals.

If the players are capable, the GM may want to start off a Council Campaign, for example, one PC being a Grey Seer Initiate, and the rest being an entourage. This allows the characters to dive right into conspiracy, but really robs them of a lot of the initiative and freedom they have working within a small Skaven Clan.

Role-playing Skaven

The biggest disadvantage to the Skaven is the relative lack of range of personalities and variety. There is not simply the range of personality types for Skaven. Of course, this duplicates the psychology of Skaven, which is not an individualistic one (albeit a self-centered one). It can be difficult for a GM to deal with a group of five people, repeating all their words, and back stabbing at each opportunity (Example: GM receives a note from a player: "I stabstab Sirskrit in the backback and yellyell 'diedie Scum!'"). The best way to get around this sort of behavior is not to focus on the behavior of the individual Skaven player, but as their interaction as a group, how they act, respond, and deal with issues. The degree of conflict and cooperation, the group should have characteristics that would be recognizable from other groups. One group may be conflict-ridden, with plenty of back-stabbing, plotting, and poisoning of each other's food, and another group may be a close knit group of cowards that cover for each others failings, blaming everyone else.

Players, playing Skaven, may endlessly repeat words and phrases: "Runaway! Runaway!", "DieDie Manling!", and other things. It could be fun…for a brief time… but do not go too overboard...

As for playing individual Skaven, the easiest thing is to be cowardly and plotting. Blame everyone else for your problems and failings. This is really simple, and keeping in Skaven psychology. More sophisticated though, is a player who never blames anyone initially, just keeps silent, and waits for a real blunder, and then quietly blackmails somebody...

If the group can handle back-stabbing, they should not necessarily be discouraged from acting in such a manner. However, the GM should not aggravate or compel players to be treacherous. The group can always plot against others, and a certain degree of solidarity amongst a gaming group is important and conducive to good play. The GM should not encourage players to put daggers in each other's backs, and if the players are getting out of hand with the plotting, it should be up to the GM to limit such actions, and bring the scenario or campaign back to a level which everyone can enjoy.

Ideas for Skaven Campaigns and Plots for Adventures

What PCs don't like an action filled adventure? The first ideas mentioned are best for action campaigns. These campaigns and plots are probably best employed with those groups that love rolling tons of dice and casting spells about with little regard for the public. Such adventures should be very goal oriented, with all manner of obstacles and plot twists to distract the characters. Sudden ambushes, treachery, and victory seized right from the characters' grasp should appeal to most. Other ideas mentioned later can focus on intrigue and politics, for those who tire of the dice rolling and endless hacking and slaying.

Characters must acquire Warpstone: This is a fairly standard idea. A warpmeteor is seen falling from the sky to the East, or maybe a mine has been discovered. These missions require a lot of sneaking about, living off the countryside, and should be thick with random encounters, as well as the countryside and the authorities hunting down the Skaven party. Who knows, the Grey Seers may have stuck an agent amongst them to watch. Maybe they arrive only to discover that Chaos Dwarves have carried it off to the east! Maybe another group was sent to acquire it and never returned? Who has the Warpstone, what happened to the Skaven? Could be anything from rival factions, Imperials, Witch Hunters, Chaos cultists or warbands, evil spellcasters, or maybe the previous group ran off with the Warpstone with some sort of secret intentions? Regardless, this can easily be used to get Skaven out of tunnels and away from their communities, where they are forced to really learn how difficult it is being Skaven, and learn some of their limitations. And don't forget, there's probably some meddlesome adventurers wandering about looking for them as well!

For those wanting to keep the players below ground, they can lead a raid on a caravan and seize warpstone from rivals. Of course as they lug the heavy stuff back home, they too will be exposed to ambushes by just about everyone crossing their path! This can be intrigue oriented as well, if the characters are instructed to steal the Warpstone from their enemies.

Characters must acquire human technology: This is probably more intrigue, but it has a number of similar problems with acquiring Warpstone. This however is fairly goal oriented. The Skaven have heard knowledge of some inventor or the like creating some fabulous design. Clan Skryre of course would be interested, and possibly their rivals as well, hoping to acquire technology without the requisite research that Clan Skryre relies upon.

Having found the location, the players must not only plan the theft or assault, but they must worry about returning the equipment home as well in one piece. Possible complications include the Watch detecting them, and the inventor turning some of his inventions on them and fighting them off. This idea should probably be used sparingly, maybe one a campaign, as the idea would get old. Stealing some kind of Dwarven technology would be even more difficult, since Dwarves are well aware of the ever-present menace to them.

There is another group that has some technology that could be of interest to the Skaven and Clan Skryre, the Chaos Dwarves. The Skaven are always sneaking off with the refined ore that the Chaos Dwarves produce, and weapons or items of great power would attract Skaven attention.

Acquisition for schemes: These missions require that Skaven recover or possess something that my not seem to initially benefit them, but will somehow further their schemes. They may have to acquire something of value for humans. First thing that comes to mind of course is material wealth. Skaven need gold to assist human collaborators or further their schemes involving humans. They may take wealth from interfering or competent humans and instead give it to their human allies to use against those the Skaven had stolen from. Stealing in amount of wealth from a noble can cause problems in society, and the Skaven at time do resort to such mundane actions to weaken society. There are other things though that the Skaven could find useful, things such as secrets, information, or incriminating documents. A variant of this is the placement of incriminating documents or items in an enemy human's abode. Nor is this sort of action limited to humans. Skaven could steal wealth and material from Orcs in an attempt to aggravate internal divisions between Orc groups or clans, and they will at times take those stolen items and wealth and plant the evidence at a rival to ensure bloody feuding. They may constantly steal and exchange back and forth multiple times to be certain that the warfare continues.

Manipulate an individual: This idea is one of the more intrigue heavy ideas. The Skaven, usually led by a Grey Seer and his associates, learn the habits of a human or whatever, and slowly twist their mind, take advantage of their fears or greed, and then exploit them. This is essentially the method that Skaven rely upon to gain human allies. Another variant of this idea, is to wreak an upright citizen's life. Drive them mad, whisper from the walls, sneak in at night, move everything about just a little bit, put deleriants in their foodstuffs, skin the cat and hang it, and whatever other ideas the players can think up!

Assassinate powerful humans: This mission could take place against goblinoids or dwarves as well. The players are instructed to end the life of a target. The person may be too competent and effective, or they may need to be removed to allow a Skaven lackey to ascend to their post, they may have knowledge of the Skaven, or they may pose some kind of threat. The GM should devise a suitable reason for the assassination. To further complicate this, the players may be working for a Clan without the Council's or Grey Seers' approval, and if they are discovered their lives could be at risk. The players would need to watch the target and choose a good time to attack.

The GM can devise all kinds of problems that would complicate even the most clever of plans. Use all kinds of tricks, a particularly good one is that the target is a secret Chaos servant and can call upon all kinds of daemonic assistance! Or maybe they secretly have an artifact or weapon of great power on themselves.

Destroy a group: The Skaven are given the assignment to end a group. This could be a band of adventurers who need to be killed or scattered to the four winds, or it could be a group of merchants or nobles whose activities are affecting the Skaven. This is probably more campaign oriented, and the players may be given a list of targets whom they have to dispose of. They can rely on all kinds of techniques to end the threat, tailoring their methods to the individual in question. Some may be assassinated, others blackmailed or bribed, others driven mad or their homes burned down.

Organize a Cult: The players are given a long term assignment to reside under a human city and organize a faction in the city sympathetic or employable to the Skaven. This is rather challenging, and there are a number of components to this, so it is best suited for a number of sessions or even a campaign. The players must somehow first identify those degenerates that will assist them. Using subterfuge and remaining unseen, they must either identify those sordid folks, or turn people into degenerates. The most important and difficult part come next: contact. The Skaven must somehow draw the potential target in and contact them directly or indirectly, slowly inducing them into plot. At any point the individual may panic and expose the whole operation. Once they have someone working for them, they can use the promise of wealth, artifacts, power, and assistance.

Resist human adventurers- I am certain that most groups of adventurers have foiled at least one Skaven plot…This time let the players be on the receiving end of those pesky adventurers. This can be used to interrupt a long campaign, where one of their plots or missions is in danger of being exposed, or the Skaven players can be called in to do a little troubleshooting. In the latter case a Skaven scheme is about to be exposed, and the players are ordered to rush and assist. This allows the opportunity for the players to rush about trying to learn the operation and at the same time hide cultists, conceal warpstone, and deflect (or eliminate) the adventurers who are in pursuit of this shadowy operation. The GM should carefully create and organize the adventurers to make them interesting and powerful adversaries.

Recover a magical artifact that was lost- Ever since their first appearance the Skaven have been interacting with those below ground and above ground. Over the years, a number of important and sacred artifacts have been lost or captured, a good example of this is the Arca Chaotis in *Lichemaster*. The players can be assigned the role of recovering this important artifact for either the Council, their leader, or for their own personal gain. The GM should detail not only the powers of the artifact, but its history and the story of its disappearance. Players may not know exactly where its at and may have to do considerable investigating. Those possessing the artifact may not be aware of its power, but even more dangerous are those possessing it and using the artifact for their own gain. This can create a powerful adversary. Of course, if the players have a patron, that patron probably has a loyal spy in their party, and the GM may want to take a character aside and use one of the Players as the rat!

Creating a distraction- A distraction adventure is usually used in conjunction with a greater plot. When Skaven schemes crumble, the superiors may try to deflect investigation, arranging for some sort of promising distraction to be arranged to divert attention, allowing the endangered scheme a few moments of reprieve. The players are told of the danger and importance of their mission, and told to arrange a very troubling conspiracy and then expose it. To further complicate this, the players may not be aware that their mission is intended to be a distraction, and one doomed to failure. They may be seen as disposable by their patron and given this mission or exposing it just to throw the enemies or rivals off track from the real intents and purposes. Using the players as a scapegoat can provide for a considerable amount of resentment towards their mentor and be used to shift their patronage, allowing for a number of political adventures to follow.

Deal with an Evil Spellcaster- The obvious enemy for this is a Necromancer, based on the long standing relationship between the Skaven and Nagash. There is however another alternative, dealing with a Daemonologist. A Daemonologist may be capturing and torturing Skaven in search for knowledge. Possible attacking Grey Seers and acquiring the names of Verminlords or seeking out Warpstone for experiments. Skaven artifacts may be known to them as well, and they may attempt to seize these artifacts. The spellcaster used in this can become a long term

enemy of the Skaven players if the GM so deems. The wizard and their allies should be outlined in great detail and made interesting and depraved to keep the players' attention.

Attacking other Chaos groups- The Skaven have chosen at times to work with the servants of other Chaos powers when it suits their needs, but the Skaven have also worked to undermine them. Skaven may be called upon to attack other Chaos groups. A band of Chaos warriors may be killing indiscriminately, overrunning Skaven outposts or competing for warpstone. These missions are ideal for those groups who enjoy extensive combat. For a more intrigue-laden scenario, one that can be extended for a number of sessions, would pit the Skaven against human cultists in a city. The brazen actions of a cult have brought the attention of human authorities, Sigmarite priests, and Witch Hunters of Solkan to an area where a Skaven-controlled human coven has been flourishing. The Skaven must destroy or expose the Chaos cult and at the same time conceal their presence and protect their own coven. The identities and locations of the Chaos cultists may not be known to the Skaven, so this allows for a lot of inquiry, bribes, and torturing to track down the cultist, while the players take actions to slow down and sabotage the authorities as well.

Destroy a political enemy- The constant political warfare of the Clans provides an ideal backdrop for Skaven adventures. Destroying a political enemy is crucial to continued survival, and this enemy can be one within the Clan or outside of it. The players and their enemy will both be working at the same time to undermine the power and influence of each other, and these adventures are role-play heavy with considerable amounts of bribery, slander, and the occasional assassination attempt. The overall objective is to strip an enemy of their power and influence that protects them, leaving them exposed and powerless and then eliminating them. Of course their enemy will be attempting to do the same to them. The players may not even be aware of their enemy, and must then seek out the invisible trail of gossip and rumors to discover their enemies. This can be used as a thread in the background of a normal campaign, one that unfolds over the campaign and is used to complicate other adventures.

Avoid Sabotage by an enemy- This can be used as an adventure or used to color other adventures. The players have rivals in Skavendom who wish to seem the fail or die, and will act maliciously to ensure a grim fate for the PCs. Their missions may be exposed, their contacts and allies turned against them, and whatever other acts the GM can use against them. In a Clan Skryre campaign, sabotage is common against other Engineers' inventions, and this can be used as well.

Skirmish or raids- Overrunning an enemy supply caravan is a good example of small conflicts. Most of these can be guerilla operations, with a small band of elite Skaven destroying supplies, stealing materials from other Clans, and making life difficult for enemy Clans. The players will probably want to conceal the origins of the attacker and will attempt to frame a suitable Clan for the attacks, by leaving behind incriminating evidence. These adventures are more significant when the players are extensively role-playing within Clan politics and seeking greater glory for themselves, or when they are attempting to seize power and control in the Clan, giving them a strong interest in their Clan's welfare.

Assassinating leaders in opposing Clans- Assassinations are the forte of Clan Eshin, but every Clan has its promising assassins who can be relied upon to give a good push or stab someone in the back when nobody is looking. The players may have to kill an agent of the Council who has dirt on them, and if they are discovered are in grave danger. The players can attempt to infiltrate an enemy Clan or draw out its leaders and then attempt assassination. This of course can be used within one's own Clan, on insufferable superiors or on aspiring underlings. This of course can result in a series of assassinations and counter assassinations, requiring PCs to…

…*Prevent their own assassination*- Ambitious Skaven, the kind the players are bound be are going to make a lot of enemies quickly. These enemies can be superiors in the Clan, envious of their success, underlings covetous of their position, or enemies outside the Clan worried about their competency and growing power. Any of these groups will attempt repeatedly to assassinate the players, and with each foiled assassination, the more urgent the need to assassinate the character since they have proven to be even better than previously thought of! If they leaders attend to leadership of a Clan, than this will be endemic.

Discover or undue unauthorized research or plotting by other Clans against humans- Other Clans may have been hatching plans against humans, goblinoids, or Dwarves without permission of the Council. This may

compromise other Council plans involving the same groups, or those implementing the clandestine plans may have enemies who are using this as a pretext for damaging the offending Clan. The politics behind it should be carefully constructed by the GM. The players must then avoid the political pitfalls while discovering the extent of the plan. Maybe it has been exposed, maybe its working so successfully that the players are reluctant to intervene. The players must appraise the plan and then take steps to limit the damage, shut the plotting down, and not fall victim to the Clan they are monitoring and restricting. The players can be secretive about this, or with the Council's permission they can resort to armed conflict and the torturing and persecution of the offending Clan members, thereby making numerous enemies!

Stalk down an escaped Moulder creature- The Chaos mutations that Clan Moulder makes are not known for their control and discipline. This plot line makes for an ideal one-off adventure. Possibly one of the PC's Clan's latest Clan Moulder purchase has broken free and killed its handlers. It could be running rampant below ground, leaving a bloody trail, or above ground. To further complicate this, the GM can increase the number of creatures, give them greater powers or mutations that nobody is aware of, or require the PCs to return the *expensive* creature back to the clan *alive!* If the characters are working for Clan Moulder they may be called upon to hunt down a successful experiment that has for one reason or another escaped. Another variant of this is for characters in the act of sabotaging a rival Clan, can opt to release Clan Moulder monsters owned by that Clan. Surely a dozen Rat Ogres running rampant through a Clan can do extensive damage to the unprepared Clan, but the PCs are in a difficult position: how do they not fall victim to the very enraged creatures they are releasing, and how do they escape all hell breaks loose?

Hunt down prime breeding creatures for Clan Moulder- Due to the unstable nature of the breeding of Clan Moulder creatures, Clan Moulder is constantly seeking out new biological specimens to experiment upon. Beast Hunters are often assigned such missions, but other Warlord Clans will often capture creatures and sell them to Clan Moulder as well. It could be their own escaped creature re-caught, or it maybe some Chaos creature variant that Clan Moulder would find beneficial to replicate. The PCs have the task of pursing and breaking back alive the creature or creatures.

Poison water, undermine fortifications- These are a number of "sabotage" missions that players can embark upon. They can be enemies of Skavendom, but will more likely be enemy Clans. The PCs must discover an important objective and determine the appropriate method for neutralizing it. Of course, if their plotting goes awry, the players may end up deep in enemy territory with a very vengeful enemy pursuing them. The players may be exposed by double agents, or may arrive only to find that the target has had its defense bolstered after a botched attempt by another Clan or race.

If the Skaven PCs are in a Council campaign, they could be secretly undermining a human, goblinoid, or Dwarven base. In this case there are a number of complications that could arise. The players could expose themselves through carelessness, or enemies may expose them. There may be countermining, raids, or magic used against their efforts, and once exposed the players must decide to continue on despite the risks or to return to the Council admitting their failure and setting themselves up for political scheming by their gleeful enemies!

Kidnapping humans for blackmail purposes- This idea is closely related with other plots involving humans. This can be a component in attempts to neutralize human enemies or manipulate others. To successfully pull this plan off, the Skaven have to carefully watch and monitor their potential targets while not exposing themselves. After scheming, they must then successfully execute their plans, without harming the kidnap victim. They must then cover their tracks. Of course at any point along this plan unanticipated obstacles should arise at the most inopportune of times.

Enslaving other races- The Skaven consume considerable amounts of labor, much of this slave labor. The slaves they keep are held in appalling conditions, and as such their life expectancies are quite short. As such the Skaven are constantly hunting down slaves. Most of these slaves are other Skaven, but amongst other races the most common are goblinoids, due to their hardiness, but humans and dwarves are also acquired at times. The PCs are given a task of gathering a predetermined number of slaves for their Clan or the Council. The players must then find the means of meeting their quota and then delivering them. The players may have to capture an escaped human prisoner who has information about the Skaven. This can be complicated and dangerous if the human has fled to a community and told them of his bondage and the Skaven threat below!

Similar story lines can center upon putting down slave revolts within the Clan or setting the slaves free from other Clans in an attempt to undermine the enemy Clan's power. A particularly devious variant is that the PCs somehow become slaves, either captured in battle or victims of political infighting, and the players must then escape from slavery or inspire a slave revolt, an epic undertaking that could challenge the best PCs.

Stalk down a Renegade Clan who is destroying other Clans- The Players may be given carte blanche to hunt down a renegade Clan that is proving to be a thorn in the side of the Council and the Warlord Clans. The players may then use whatever assets they have at their command, assets that the GM can feel free to limit or deny them, to destroy the Renegade Clan. This Clan could quite possibly have something in their control that mandates its destruction. The players however may not be aware of what this asset is. The Renegade Clan may have an ancient artifact of considerable power, may allied with a powerful human spell caster after Warpstone, or they may have control over a small group of monsters.

Kill a renegade Grey Seer- A Grey Seer may have gone insane from overconsumption of Warpstone, or may be driven away by political rivals, and has become a Renegade. They may have joined with another race, or a Renegade Clan, and is now a threat to the social order. Grey Seers would want the renegade hunted down as a threat to others who may attempt to flee.

Rise to power in a Clan- The players may decide, after a dozen or so misadventures, that their leaders are incompetent, and decide to take action. The players will then maneuver into political position, win support from others, undermine the authority of rivals and their leaders while concealing their machinations, and then move to topple the Clan leadership and replace it by their own inspired and fiendish selves. Of course rival Clans may attack during this political transition, and the players will then have to cement their position, do away with rivals within their Clan, and fight off probing attacks from other Clans.

Then the interclan politics my evolve, and after a dozen or so misadventures, the players decide that their neighbors are incompetent, and they set about becoming Warlords, conquering rival (and allied!) Clans. The players seize control of nearby resources, denying them to their enemies, agitate against rival Clans, cast doubt on their leadership, while resisting similar subversions directed at them by enemies and nervous allies.

This allows for the players to experience the glory of Skaven politics and warfare, with their lives, power, and authority on the line. Probably one of the more epic of campaign ideas, the players may even come to the attention of greater Clans and the Council, earning the respect and fear of others.

Chapter Twenty-One-Optional Rules

The following are optional rules that can be used to supplement the campaign. The GM may choose to ignore these rules, or use as many as they like.

The first one, *Additional Skaven Clans*, describes three Clans that might not fit into all Skaven campaigns, but may serve as an example of non-conventional Skaven Clans that may exist and GMs can create.

Age Disabilities Chart is included to add character to those old, withered, cruel Skaven who by chance or by cunning live longer than their enemies.

Blackhunger gives rules for the use of Blackhunger in the game. It requires a bit of paperwork, and removes some autonomy from Player Characters, but is listed here for those interested.

Greater Intelligence gives rules for giving Skaven greater intelligence and cunning, on par with that of humans.

Insanities for Skaven is a table to simulate the insanities that Skaven may suffer from.

Mutations are a set of rules, that may be used during the character generating stage to give Skaven mutations, and reflect the chaotic nature of the Skaven themselves.

Rewards of the Horned Rat is for those who own the *Realms of Chaos* books and would like to use the Chaos Rewards and Gifts rules. This table is used for the Rewards that the Horned Rat gives to its loyal followers.

Realms of Divine Magic Cult Description-Horned Rat gives the Cult of the Horned Rat description as listed in the *Realms of Divine Magic*. Since few people own copies of it, it is listed as an alternative description, but the GM should feel free to use whatever they can out of the description.

Skaven Background is a means of individualizing each Skaven, making them different in a society that at times stresses conformity.

Skaven Clan Secrets offers some ideas and nasty secrets to give the Clans more depth and possibly provide intrigue. These are all ideas that the GM may alter, use or discard at will.

Varied Breeding Program simulates a selective breeding program. This allows players to roll up breeds of Skaven for players. Stormvermin, and Skaven Spell Casters are in the charts. The GM must use discretion when using this list, as it greatly weighted in a favorable manner.

ADDITIONAL SKAVEN CLANS

Clan Gristle

Clan Gristle is a small Clan of Skaven, living in a complex of warrens connected by Underground rivers. Their numerous complexes stretch throughout the Under-Empire in Tilea particularly Putrid Sump, and a few parts of Estalia, Bretonnia, the Empire, and the Border Lands. They exist primarily by use of the underground rivers, transporting goods, and Skaven along the river. They remain neutral politically, and provide a valuable service, and have not been threatened by other Clans who find their services valuable, and their size unprovoking.

All member of Clan Gristle have either Orientation, Fish, or Swim as their Mandatory Second Skill. Clan Gristle has its own Career Chart, and Careers.

Clan Gristle Warrior Career Table

Roll	Skaven Career
01-30	**Clanrat Warrior**
31-40	**Forager**
41-45	**Mercenary**
46-55	**Messenger**
56-65	**Pilot**
66-70	**Rat Herder**
71-80	**Renegade**
81-90	**River Rat**
91-100	**Skaven Guide**

CLAN GRISTLE PILOT

The Pilots of Clan Gristle are Skaven who are familiar with the underground rivers and all of its treacheries and pitfalls. They guide the boats through their various rivers, locks, canals, guiding them to their locations. Each group of Pilots works within a specific region.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+2	+20	-	+20	-	+10	+10	-	-

Skills

Haggle
Night Vision +2d6 yards
Orientation
River Lore
Specialist Weapon Lasso
Specialist Weapon Thrown
Swim

Trappings

Grappling Hook
Harpoon
Rope
d3 Throwing Daggers
2 Lanterns
Row boat

Career Entries

River Rat

Career Exits

Skaven Guide
Skaven Messenger

RIVER RAT

The River Rat is a Skaven that makes its living along a small stretch of underground river, or in underground grottoes. They may work with the Clan Gristle Pilots in helping transport goods.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	-	+2	+10	-	+10	-	-	+10	-	-

Skills
Fish
Rowing
Specialist Weapon Thrown
Swim
Trappings
Fishing Rod and Line
Javelin or Spear for fishing
Small Rowboat
Social Status: 1
Career Entries
Forager
Renegade
Scavenger
Scrounge
Career Exits
Clanrat Warrior
Messenger
Renegade
River Rat

Clan Skatchr

Clan Skatchr is not so much a Clan, but a Council subsidized and protected group. The Clan has a number of observatories in Skavenblight and in the mountains in the Old World. They watch the heavens and Morrslieb for signs as well as for falling Warpstone. Clan Skatchr is not much of a Clan, consisting primarily of researchers and their guards, so that the Clan is comprised of more academic types than any other Skaven Clan. The table below is used for rolls on the Clan Warrior Chart, yet many of these have more academic careers. This is due to the makeup of the Clan. All Clan Scribes have Clan Skatchr Astrologer as an exit. Mercenaries and Stormvermin are hired to protect the Clan, and are always small in number.

Clan Skatchr Warrior Career Table

Roll	Skaven Career
01-30	**Clanrat Warrior**
31-40	**Clan Skatchr Astrologer**
41-50	**Mercenary**
51-55	**Messenger**
56-60	**Skaven Guide**
61-75	**Skaven Scribe**
76-80	**Skaven Seer**
81-90	**Skaven Squealer**
91-100	**Stormvermin**

CLAN SKATCHR ASTROLOGER

Clan Skatchr Astrologers are members of a sub-cult of the Cult of the Horned Rat, who believe that watching the night sky will predict the coming of the Horned Rat. The Cult of the Horned Rat supports them solely since they keep watch on Morrslieb and trace possible Warpstone meteors falling from the sky.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	-	-	+10	-	+20	+20	+10	-

Skills
Astronomy
Cartography
Cult Lore-Clan Skatchr
Read/Write
Super Numerate

Trappings
Robes
Rudimentary Telescope
Sacred Token of Cult
Star Charts

Social Status: 2

Career Entries
Skaven Seer (from Clan Skatchr)
Skaven Scribe (from Clan Skatchr)

Career Exits
Advisor
Clan Skatchr Auger

CLAN SKATCHR AUGER

The Clan Skatchr Auger's have attained the pinnacle of Clan Skatchr learning. They are able to divine from the stars knowledge of events here in the Old World. The are carefully watched by Cult and Council Agents, and anything an Auger says could be potential heresy. The Augers are quite intelligent however and make proclamations congruent to what the Cult and Council want to hear, keeping the truth or unpopular prophesies to themselves.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	-	+2	+20	-	+30	+10	+30	+30	+10	-

Skills
Astrology
Cult Doctrine-Clan Skatchr
Divination
Magic Sense
Public Speaking
Secret Language Clan Skatchr

Trappings
Complex Star Maps
Book on Stars
Delicate and Sophisticated Telescope
Drafting Tools and Writing Instruments
Journal of Heavenly Events

Clan Blackfur

Clan Blackfur is not in any sense a real Clan, but rather a gathering of odd bits of Skaven society. They are form the most part, smugglers and thieves, who operate a black market, and assist Clans in getting specialty goods. They operate in secret warrens, and openly in some minor Warlord Clan Warrens. They sometimes use Clan Gristle in the transport of goods.

This Clan has its own Career Table used for Warriors. Not all on the list are warriors though, which reflects the specialization of Clan Blackfur. The Renegades and Mercenaries are members of the Clan from other Clans.

Clan Blackfur Warrior Career Table

Roll	Skaven Career
01-20	**Clanrat Warrior**
21-25	**Blood Hunter**
25-30	**Forager**
31-40	**Marketeer**
41-50	**Mercenary**
51-55	**Messenger**
56-60	**Night Creeper**
61-65	**Rat Herder**
66-75	**Renegade**
76-80	**Skaven Porter**
81-85	**Skaven Guide**
86-90	**Skaven Sneak**
91-100	**Smuggler**

CLAN BLACKFUR MARKETEER

The Clan Blackfur Marketeer is a buyer and seller of black market goods: stolen goods, illegal goods, or anything better left secret. They are fast talkers, and always are prone to lying or deceiving the customer. Since trade is difficult in Skaven society, they often trade for slaves, weapons, or information.

Blackfur Marketeers are responsible for much of the illicit trade that goes on behind clan warfare. If a Clan wants a secret shipment of weapons, Clan Blackfur can accommodate their needs, and the Blackfur Marketeer ensures that Clan Blackfur makes a profitable exchange despite the risks involved.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	+1	+4	+20	-	+20	+10	+10	+20	+20	+10

Skills
Blather
Bribery
Evaluate
Flee!
Haggle
Palm Object

Trappings
dozen porters
two mercenary bodyguards

Social Status: 1

Career Entries
Blackfur Smuggler
Clanrat Warrior
Pedlar

Career Exits
Blackfur Smuggler
Clan Guard
Skaven Renegade

CLAN BLACKFUR SMUGGLER

The Clan Blackfur Smugglers are the Skaven responsible for the receiving of goods, and the delivery of goods and services to their customers or destination. Although Smugglers are responsible for the delivery of goods, much of the actual labor is done by porters carrying the goods. If the goods are about to be captured, the Smuggler will set them alight to avoid them being taken.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	-	+2	+10	-	+10	+10	-	+10	-	-

Skills
Conceal Subterranean
Palm Object
Row
Silent Mover Subterranean
Specialist Weapon-Incendiaries
Specialist Weapon-Scourge/Whip

Trappings
d6 Porters
Incendiary bomb
Whip

Social Status: 1

Career Entries
Renegade
Skaven Guide
Skaven Pedlar
Skaven Scout
Skaven Sneak

Career Exits
Clan Guard (of Clan Blackfur)
Skaven Slave Master

Age Disability Table (Contributed by Noel Welsh)

Skaven naturally have very short lives, but given the structure of their society, few live past middle age. Consequently, Skaven have a very high respect for those who manage to survive to reach decrepitude, and physical signs of aging can actually help strong Skaven gain power in their society, although weaker and less respected Skaven are often set upon and consumed by younger Skaven.

Once Skaven reach the age of 19, the start making Aging Rolls for every year they survive. Age Rolls are tests against T. Every failed roll indicates that the Skaven gets a age related disability, listed in the table below. These disabilities are cumulative, and hence can be gained more then once.

Aging Table

Roll	Disability
01-25	**Skeletal Deformity**-The Skaven's skeleton can not handle the stress of the body, and deforms, giving the Skaven a humpback: M-1, S-1, Ld+10
26-35	**Arthritis**-The finger joints in the Skaven's paws just can not handle the stress anymore. The finger swell up, and are stiff, especially on cold days: **S** -1, **Dex** -20
36-40	**Cataracts**-One of the Skaven's eyes turns a milky white, and whilst no good for seeing out of, inspires awe in young upstart whippersnappers: BS x ½, Observe -10, Ld+10
41-55	**Tooth Decay**-The Skaven's teeth, turn a glorious yellowy-black, and exude a foul stench: Ld+10, Fel-10.
56-65	**Brittle Bones**-The Skaven's bones are brittle, and easily snap: T-1
66-70	**Senility**-I can not remember what this one is...The Skaven forgets words, mumbles to themselves and generally loses the plot: Ld-10, Int-10
71-80	**Deafness**-The Skaven can not hear all that well and shouts at everyone when talking: Listen-10
81-90	**Furry**-Hair starts growing in places where it was never meant to be, like out of ears and nostrils: Ld+5.

91-100 **Baldness**-Hair starts falling out in patches, giving the Skaven a truly gruesome appearance: Ld +10.

BLACKHUNGER

Due to the Skaven's rapid metabolism, they are capable of great bursts of energy. However in times of extreme duress or excitement, they may rapidly become famished and enter a rage or frenzy where they tear apart everything around them in an orgy of feasting. Large groups of Skaven in battle have been known to tear each other and their opponents apart, starving and feeding insanely on each other in mad fits.

When the Skaven enters combat, or is tortured, or other life threatening situations, the GM should keep careful track of the rounds. When the duration of the stress in rounds is equal to the Toughness of the Skaven, the Skaven should Test against Will Power. If they succeed, nothing happens, but if the stress still continues again for a number of rounds equal to their Toughness, they must test against their Will Power again, this time at minus ten, and then third time at minus twenty, and so on... If they fail, they enter a frenzy. They will not exit the frenzy until they have killed something and fed on it for a number of rounds equal to their Toughness. They will ignore everything while feasting on their grisly meal unless attacked. If the Skaven does not eat while frenzied, after a number of rounds of being frenzied equal to their Toughness, they start to weaken and die. Each round after this, they lose a point of Toughness, and when their Toughness reaches zero, they die. If they feed in time before reaching zero, they will recover one point of Toughness back a day.

GREATER INTELLIGENCE

This is a highly recommended rule. With an average Intelligence of 24, it is difficult to see how the Skaven are capable of the atrocities committed by the Skaven. Their Intelligence keeps them from being too cunning. To change this, if the GM wants truly devious Skaven, make their average Intelligence 29, and allow PCs to roll 2d10 +15 for Intelligence, and Grey Seers and Clan Skryre Warplock Engineers 2d10+20, making them as Intelligent as humans.

INSANITY FOR SKAVEN

Since the Skaven possess a different psychology than humans, and they will routinely succumb to Insanity, the following chart to details the different type of insanities Skaven can succumb to.

Percentile Roll	Type of Insanity
01-10	Agoraphobia
11-14	Amnesia
15-20	Animosity
21-26	Catatonia
27-28	Claustrophobia
29-34	Dementia
35-40	Depression
41-44	Drug Addiction (possibly to Warpstone or Fungi, etc...)
45-50	Frenzy
51-58	Gluttony
59-64	Hatred
65-68	Introversion
69-74	Kleptomania
75-80	Manic
81-85	Manic Depressive
86-90	Megalomania
91-95	Pathological Lying
96-100	Phobia

MUTATIONS

Using this option allows for Skaven PCs and NPCs to develop mutations before play. This can be rolled on right after determining the Skaven characteristics. Each Skaven has a 25% chance of having a mutation. The table below is used to determine mutations.

Mutation Type Table

01-50 Skaven Mutation Table (See table below)
51-80 Dominant Mutation Table *(See Realms of Sorcery: Slaves to Darkness)*
81-95 Personal Mutation Table *(See Realms of Sorcery: Slaves to Darkness)*
96-00 Horned Rat Chaos Gifts Table (See Horned Rat Rewards Chart)

Skaven Mutation Table

01-50 **Appearance** (Roll d6:)

1-2 **Albino**-The Skaven is an albino, and seen as gifted and treated with reverence. +5 to Leadership and Fellowship tests

3-4 **Strange Fur Color**-The fur of the Skaven is of an unnatural hue or color.

5 **Furless**-The Skaven is devoid of all fur, all Leadership Tests and Fellowship Tests at -10. Seen as a definite sign of bad luck and poor breeding

6 **Tough Skin**-The Skaven bears a really tough skin beneath thick matted fur, which alone protects as leather armor. Does not combine when worn with other types of armor other than shields.

51-75 **Tail** (Roll d6:)

1-2 **Prehensile Tail**-The tail functions as a limb and may bear weapons and use to attack with. This does not allow for an extra attack, but simply gives another available limb for use. Also adds +10 to all risk tests requiring balance, such as Climb Tests.

3-4 **No Tail**-The Skaven has no tail, and is seen as unfortunate and "incomplete".

5 **Bifurcated Tail**-The tail splits into two tails midway. No real effect during play. Novel.

6 **Abnormally Long Tail**-The tail is twice normal length. No real effect during play. Occasionally tripped over, or can be grabbed and pulled on by opponents.

75-85 **Altered Senses** (Roll d6:)

1-2 **Poor Senses**-Skaven gains no advantages due to Acute Senses.

3-6 **Superior Senses**-Skaven senses are exceptional. Night Vision is increased by an additional 2d6 yards, and the other senses are enhanced by 25%

86-90 **Structural Difference** (Roll d6:)

1-2 **Flexible Bones**-Skaven's bones are naturally flexible, giving the Skaven a free Contortionist skill, and all criticals are reduced by -10.

3 **Tall**-Skaven adds 2d6 inches to height.

4 **Giant**-Skaven adds 4d6 inches to height, adds +1 to Strength and Toughness, +2 to Wounds, and reduces Initiative, Dexterity, and Intelligence by -10.

5 **Short**-Skaven subtracts 2d6 inches from height.

6 **Midget**-Skaven subtracts 3d6 inches from its height, reduces Movement, Strength and Toughness by -1, Wounds by -2, and adds +10 to Initiative.

91-100 **Characteristic Change** (Roll d6:)

1-2 Characteristic Decrease: Characteristic is reduced by -1 or -10%

3-6 Characteristic Increase: Characteristic is increased by +1 or +10%

Characteristic Affected:

01-05 **Movement**
06-15 **Weapon Skill**
16-20 **Ballistic Skill**
21-25 **Strength**
26-30 **Toughness**
31-40 **Wounds**
41-50 **Initiative**
51-55 **Dexterity**
56-60 **Leadership**
61-75 **Intelligence**
76-85 **Cool**
86-95 **Willpower**
96-00 **Player's Choice of Characteristic**

REWARDS OF THE HORNED RAT

For those blessed with the ownership of the *Realms of Chaos* tomes, they may like to use the following chart for blessings of the Horned Rat. When rolling on the table for Chaos Rewards and Gifts, and a roll on the Gifts of the God is rolled, a roll is then made on this table. It should be noted that because Chaos is fundamental to the nature of Skaven, that when rolls are made of the Chaos Gift & Reward tables, that the Skaven do not lose skills as a result.

Dice Roll	Chaos Reward of the Horned Rat
01-05	**Albino**-The Skaven is gifted with white fur and eyes, marking him as gifted.
06-10	**Belligerent**-The Skaven is filled with *Hate* for all living things.
11-15	**Black Fur**-The Skaven is gifted with black fur, symbol of strength.
16-20	**Black Musk**-Roll d4: 1) Once every 24 hours, the Skaven may emit a black musk in the air, that has the same effect as a *Cloak of Darkness* spell. 2) Causes *Fear* in all within 5 yards 3) Choking, causing one Wound a turn to all within 5 yards 4) Summons a Rat Swarm within three rounds The duration for all is three rounds, except for the Rat Swarm which will assist the Skaven until all the opponents are dead, or the swarm is.
21-25	**Corpulent**-The Skaven grows in girth immensely: +1 T, +2 W, -2 M, -10 I, -10 Dex.
26-30	**Dread Gaze**-The Skaven's gaze causes *Fear* in all creatures under 10'.
31-35	**Growth**-The Skaven grows in size by +50%. +1 M, +1 S, +1 T, +4 W, -20 I, -20 Dex
36-40	**Horns**-The Skaven is gifted with horns similar to the Horned Rat and the Verminlord. The

	Skaven is allowed an additional *Gore* attack with its horns while charging.
41-45	**Hunger**-The Skaven suffers from persistent Black Hunger, and is Frenzied whenever in combat.
46-50	**Immune to Drugs**-Skaven receives +20 to all Drug tests, and all Warpstone Corruption Tests.
51-55	**Immunity to Pestilence and Plague**-Skaven receives +20 to all tests against Disease.
56-60	**Luck of the Horned Rat**-as the *Luck* skill, Warpstone Tokens, and cumulative with it or any future Luck blessings, so an additional d6 luck attempts for each day.
61-65	**Mark of the Horned Rat**-The Skaven is blessed with the symbol of the Horned Rat branded into its body, or a pattern in the fur.
66-70	**Mesmerizing Eyes**-Skaven's eyes have a strange hypnotic effect giving +20 to Ld and Fel tests, and give the Skaven *Hypnotize* skill.
71-75	**Plague Carrier**-The Skaven carries a random disease on it, and any in direct physical contact with the Skaven has a 25% chance per round of catching it. The Skaven is immune to the disease that it carries.
76-80	**Prehensile Tail**-The Skaven's tail is remarkably prehensile and maneuverable, able to wield weapons, allowing the Skaven an additional attack when attacked from the Flanks or the Rear. The Skaven does not need to see its opponents, as the tail seems to have a mind of its own...
81-85	**Rat Familiar**-The Skaven is blessed with a Verminwyrd for a Familiar.
86-90	**Rat-like Agility**-The Skaven is incredible agile, treat it as having *Acrobatics*, *Contortionist*, *Escapology*, and *Scale Sheer Surface*.
91-95	**Screech**-The Skaven may screech, causing agonizing pain. All within 10 yards of the screeching Skaven must make a WP test to act. Those who fail, may only flee, Dodge, or Parry, all actions are at -10 regardless of success or failure. The Skaven may do no other action but screech, and taking a wound will end the screech.
96-100	**Venomous**-All attacks by the Skaven count as *Infected Wounds*

RODM CULT DESCRIPTION

For those fortunate enough to own a copy of the never released Realms of Divine Magic, here is the Cult Description.

Cult of the Horned Rat

Description: The Horned Rat is the greater god of the Skaven, and the only one they officially recognize. Also known as the Gnawer of the Fabric of the Universe.

Where Worshipped: The Horned Rat is worshipped throughout Skavendom, and by a few small cults of humans, led or deceived by servants of the Council of Thirteen and the Grey Seers. The Grey Seers are the priesthood of the Horned Rat, and the Council of Thirteen is the Horned Rats ordained governing body over Skavendom.

Alignments: Chaotic only.

Friends and Enemies: Enemies with all other gods and cults. Proscribed by all human and demi-human cults, rivals with Khaine and the Chaos gods.

Cult Symbols and Dress: The symbol of the Horned Rat is a roughly equilateral triangle, consisting of three overlapping lines, with one of the points facing down. The sacred number of the Cult is thirteen. Other symbols of the Horned Rat are stylized Horned Rat heads in pentagrams. The Grey Seers are recognized by their Grey Robes, and their Sacred Tokens, which however are often concealed.

Cult Careers Available: Grey Seer Initiate, Grey Seer

Distinguishing Principles and Doctrines: The Cult of the Horned Rat is not overly ambitious. It merely preaches that the Horned Rat will return to overthrow reality and enslave all the other races of the Known World,

creating a Skaven paradise of plague, disease, bloodshed, feeding, slavery, and pestilence, with the chosen of the Horned Rat, the Skaven, celebrating amidst the destruction of the Known World.

The Skaven plot and conspire incessantly, seeking to subvert other races, to bring about blood, fire, and mayhem, all in the name of the Horned Rat. All plotting is done with secrecy, so that the machinations of the Skaven unknown.

Afterworld: Skaven who die are in eternal bondage and are tortured by the Horned Rat's minions, and in turn torture and torment their own miserable companions. They will only be released by the Horned Rat's final incarnation in the Known World as he returns to the world victorious, in which all Skaven will frolic and torment all their above ground oppressors in an orgy of cruelty and destruction.

Temples and Shrines: The greatest temple to the Horned Rat is at the sight of an old Bell Tower reaching into the heavens in Skavenblight. It is here where the Grey Seers and the Council of Thirteen meet, and it is the location of the physical manifestation of the Horned Rat, and where the Horned Rat placed the Pillar of Commandments. There are smaller shrines wherever there are Grey Seers working publicly, and there are a few small shrines in secret locations where humans worship the Horned Rat.

Saints and Heroes: The Cult of the Horned Rat has no Saint or Heroes. The greatest servants of the Horned Rat would be the Twelve Lords of Decay, who rule with malignant intelligence. In the past, there were the Twelve Grey Lords, who led the Skaven and spread them about the Known World. There is also the Seerlord, the head of the Cult of the Rat, who is of immense power and represents the Horned Rat's will.

Cult Requirements: To become a Grey Seer, one must be a Skaven, with a higher than Average Skaven Intelligence and Will Power. Lighter fur color is also necessary.

Trials: The trials of the Cult are numerous, usually assigned by the Council of Thirteen. To recover fallen Warpstone, to discover a Clans hidden Warpstone cache, to assassinate wayward Clan Chieftains or meddling human authorities, to recover forgotten artifacts, to spy on suspected Clans, to destroy subversive Clans, to purify heretics, to hunt down Skaven renegades...

Blessings: Blessings for Skaven will give bonuses to Bribery, Charming, Divination, Silent Move, or Orientation (underground only). Some Skaven blessed by the Horned Rat find themselves turned into albinos, or "gifts" of mutations.

Penance: Failing the Horned Rat, the Council of Thirteen, or the Cult usually results in death. Only in rare circumstances is penance considered, and then it is usually a trial that will result in the Skaven's death.

Holy Days: The Cults holy day is to celebrate the arrival of the Horned Rat during Vermintide. On this occasion, hundreds of slaves are sacrificed in terrible and foul rituals to the Horned Rat. A few observances and rituals are also done when Morrslieb is full, and during Morrslieb's unpredictable equinoxes.

Gifts: See Blessings.

Cult Prayer List: Described in the Skaven magic section. Spells useable by Seers are denoted as such.

Daemonic Servants of the Horned Rat: The Horned Rat has many servants that are summonable by the Grey Seers. The weakest are the Familiars known as Verminwyrd, small black Daemonic rats. There are the Daemonrunts, furless sickly Mounts that most Skaven don't dare to summon; Daemonrat Hordes, packs of biting and chittering little Daemon rats; Ratfiends, lesser Daemons, a mix between Human and Skaven; and the Verminlords, frightening horned Daemons that instill fear in all that see them.

Cult Skills: The Cult Skills are Bribery, Charm Animal: Rat, Divination, Immunity to Drugs, and Immunity to Poison.

Sub-Cults: The Cult of the Horned Rat has a number of recognized sub-cults. Unrecognized cults are considered heretical, and there members are destroyed. There are two recognized sub-cults, the first is the Priesthood of Pestilence, also known as the Disciples of Decay, a sub-cult worshipped by Clan Pestilens. This sub-cult has in the past flaunted the authority of the Council of Thirteen, but ever since Clan Pestilens has gained representation on the Council, relations have improved slightly. The second sub-cult is Clan Skatchr, the diviners and astrologer who religiously trace the path of Morrslieb, and watch for falling Warpstone. This sub-cult is completely controlled and monitored by the Council of Thirteen.

Special Rules: none.

SKAVEN BACKGROUND FOR PLAYER CHARACTERS

This chart allows for unique traits or differences between characters. There can be a problem in just plain boring PC characters, and this chart can be rolled on after determining the Skaven PCs characteristics. If the player wants, or the GM demands, roll d3-1 times on the following chart using a percentile die.

It also includes a chart to determine the number of surviving siblings of a PCs brood...

Skaven Background Chart

Die Roll	Background Characteristic
01-30	The Skaven has been scarred in one of numerous fights and feuds. Roll 1d10: 1 The Skaven's face has been terribly scarred, -10 to Fel, +10 to Ld 2 The Skaven's ear has been torn, giving -10 to auditory Observe tests. 3 The Skaven's eye has been destroyed, x1/2 BS, and -10 to visual Observe Tests. 4 The Skaven has lost d5 fingers, giving -2% to Dex per lost finger. 5 Torn ligaments in legs, reducing the Skaven's Move by 1. 6-10 Light minor scars that in no way affect the characteristics.
30-35	Albino furred. The Skaven's original color just turned white one day...
36-45	Black Furred. The Skaven's fur strangely darkened to a dark black.
46-55	Enemies. The Skaven is despised by a powerful enemy to be determined by the GM.
56-65	Experienced. The Skaven gains an additional skill on the Skaven career chart.
66-70	Grudging ally. A powerful or influential Skaven owes the PC a favor that may or may not be returned...
71-80	Outcast. The Skaven is viewed as an outcast for any number of reasons, and has a social status of zero. This may change through adventuring.
81-85	Terribly Alert. The Skaven has the skill *Sixth Sense*, and gains +10 to all Observe Tests.
86-90	Terribly Lucky. The Skaven has the skill *Luck*, and gets +10 to all Standard Risk Tests that normally get no modifiers.
91-100	Wealthy. The Skaven owns additional items of their choice of equivalent to 4d10 points of Value, see the Relative Value of Items Chart in the Appendix.

Sibling Chart

Roll d6-1 for the number of surviving siblings, and then consult the following chart for each sibling to determine their feelings for their PC sibling.

d6 Die Roll	Sibling's Feelings Towards PC
1	Fears the PC Skaven, and can be bullied about.
2	Grudgingly respects and fears the PC.
3-4	Indifferent and uncaring.
5	Dislikes the PC, subject to Animosity.
6	Hates the PC, and must test for Hatred.

SKAVEN CLAN SECRETS AND MYSTERIES

These are optional ideas used by the GM to give the Clans nefarious little secrets or plots. There are a number listed under the Clans, and the GM should feel free to use whatever he wants, and ignore the rest.

Secrets of Clan Eshin

1) Clan Eshin has infiltrated all four major Clans in relative high positions, and is feeding the Clans false information, sowing dissent and inciting mayhem.

2) Clan Eshin is becoming embroiled in an unauthorized plot. They are interfering in the politics of Imperial Cathay, secretly supporting a rival faction opposing the Emperor.

3) Clan Eshin is loyally dedicated to the Cult of the Horned Rat, and is entirely under the disposal of the Cult and the Grey Seers.

4) Clan Eshin has a secret society within it. Rivals of the Lord Sneek the Nightlord of Clan Eshin have turned to the worship of Khaine for power to usurp the Nightlord.

5) Clan Eshin has secretly taken over Clan Blackfur and is using it as a cover for operations.

Secrets of Clan Khesherisk

1) The long life of the Grey Lord Azarskittar has been attributed to its cannibalistic diet, but the Grey Lord is actually kept alive by some manner of Vampirism, consuming the life force of living beings.

2) Smarting from the defeat of Clan Pestilens, Clan Khesherisk is seeking an agent to unleash one of Clan Pestilens plagues within its steamy Lustria home domain.

3) Seeking to repeat its previous success during the crusades, Clan Khesherisk has begun, in violation of Council Law, of bribing and dealing with the humans of Araby to actively promote another crusade.

4) Clan Khesherisk is vengefully plotting to expose Clan Pestilen's lairs in Araby to the Cult of Ormazd. This is an outright violation of Council Law.

Secrets of Clan Moulder

1) Clan Moulder has been exposing captured Skaven to Warpstone, in hope of breeding a master race of Skaven. This manner of behavior would be upset all other Clans, knowing the fate of their Clan who had fallen prisoner to Clan Moulder over the years...

2) Clan Moulder has been long experimenting on humans in a number of foul ways, and has created bizarre hybrids.

3) Clan Moulder has trained a small number of Rat Ogres to turn upon their masters when a specific high pitch whistle is sounded. They are planning on selling these specially trained Rat Ogres to Clans they plan on betraying and attacking.

4) Clan Moulder sells only sterile mutants to the other Clans, giving them a monopoly on the beasts. Lately some plotting has begun by other Clans to gain the original breeding animals. But this could merely be a trap set by Clan Moulder to discover who their hidden enemies are.

Secrets of Clan Pestilens

1) Clan Pestilens is in control of a Slann laboratory in Lustria. From this abandoned complex they initially developed their plagues. It now serves as a temple to their cult. They may have use of small amounts of lost Slann technology. They also have a portal system of a single portal operating between the complex in Lustria, and a hidden lair in the Southlands. This allowed Clan Pestilens to quickly infiltrate the Southlands, and is an important means of communication. The Skaven warriors that travel through the portal are told it is an enchantment of the Horned Rat.

2) Some Skaven in Lustria have turned to the secret worship of the Chaos god Nurgle and are undermining the Clan Pestilens priesthood.

3) Clan Pestilens in Lustria is being ravaged by a disease that escaped from the temple, and is threatening to wipe out the entire Clan in Lustria. So far none have learned of this, and the Clan hopes to keep it secret, fearing that the plague may have spread to the Southlands...

4) Clan Pestilens is engaged in a long drawn out struggle against the Slann, who have discovered the still operative Slann laboratory and want it back

5) Turn about is fair play-the Norse have brought a number of diseases with them to Lustria, and even now the Skaven in Lustria are dying, having never been exposed to these new strains.

Secrets of Clan Skrisnik

1) The power and success of Grey Lord Skrisnik cannot only be attributed to his intelligence, but also the secret that he is one of the oldest and most powerful practicing Daemonologist in the Old World. Grey Lord Skrisnik has had dealings with a number of Daemon Princes for centuries, and as well as with the servants of the Horned Rat. It is through these creatures that he wields the power to maintain his position on the Council.

Secrets of Clan Skryre

1) Clan Skryre has been sinking new technology and knowledge, and has relied on human agents abducting human scientists and inventors. They have also been involved in a few raids on Chaos Dwarf citadels. The Council is aware, but has given silent consent...for now...

2) Clan Skryre, when it seized and held the Horned Rat's Temple in Skavenblight during one of the Skaven civil wars, has built a number of secret entrances into the temple, that to date have not yet been discovered.

3) Clan Skryre has been hoarding Warpstone, and is getting ready to begin a new push for power. They are going to attempt to consolidate their hold on Tilea, and weaken the grip of all other Clans in the region.

4) Word has leaked out that Clan Skryre is working on some sort of new weaponry of awesome power.

Secrets of the Cult of the Horned Rat and the Council

1) The Council could very well be aware of any or all the Clan secrets listed above, and is merely biding its time to use the information to use against the individual offending Clans.

2) The Council and the Cult keep track magically of all the Warpstone Tokens by means of secret enchantments put upon the Tokens. They then have an idea of the relative wealth and trade of the Clans.

3) The Council is starting to flex its muscles again, and is attempting by covert means, to bring various Warlord Clans together. Rumor has it that they plan an excursion above ground again, on a monumental scale, using some foul magics, some whisper of the Black Ark...

VARIED BREEDING PROGRAMS

This option reflects a planned eugenics program, using selective Skaven breeding, to create Grey Seer and Stormvermin, and Clan Skryre Engineers, allowing for different characteristics from the normal Skaven profile. This can make the Skaven Stormvermin and spell casters far more powerful than other Skaven, and the GM should be careful if he/she applies this rule. If this rule is used, the Grey Seers, Stormvermin, and Clan Skryre Warplock Engineers can be chosen and then generated using the following tables. This table should be used in place of the normal Skaven Characteristic Table, and rolled on after determining the Skaven's Fur Color. The table for Stormvermin can also be used for Albino Council Guards.

If a Skaven, rolling on the Skaven Fur Color Chart gets a result of Black, you may offer that player to be a Stormvermin, and they may roll on the following table for their characteristics, but must enter the Stormvermin Career. For a Skaven rolling Grey, Light Grey/Cream, or White/Albino, they may choose the option of rolling on the Clan Skryre Warplock Engineer/Grey Seer Table below, but must choose one Grey Seer Initiate or Clan Skryre Engineer (and then may move onto Warplock Engineer) for their careers. The GM must ultimately decide when or even if the players may roll on this table.

Stormvermin Table			**Grey Seer and Clan Skryre Warplock Engineers**	
M	d3+3		M	d3+3
WS	2d10+20	WS	2d10+20	
BS	2d10+10	BS	2d10+10	
S	d2+2		S	d3+1
T	d2+2		T	d3+1
W	d2+5		W	d3+4
I	2d10+30	I	2d10+30	
A	1		A	1
Dex	2d10+10	Dex	2d10+10	
Ld	2d5+20		Ld	2d5+10
Int	2d10+10	Int	d10+20 (or Greater Intelligence: 1d10+30)	
Cl	2d5+10		Cl	d10+15
WP	2d10+20	WP	d10+30	
Fel	2d10		Fel	2d10

Appendix

RELATIVE VALUE OF ITEMS TABLE

Skaven barter as a means of trade. To assist both players and GMs, this table is included. It gives a rough estimate of items based on an abstract number known as Unit of Relative Value. A dagger has a value of one, a sword four, so that four daggers are worth as much as a sword. This is a rough estimate, and the value of items might fluctuate.

Availability is included. If the search for the item is in Skavenblight, consider it a City of 10,000+, if a Stronghold, consider it a settlement below 10,000 for availability. Lairs count as settlements below 1,000 for availability. For Skaven with a Social Status: 4, or with Influence or Intimidate, their availability is increased in all circumstances at all locations by +10. There is also a cost listed for price in Gold, the value that men above will pay for Skaven items and artifacts.

ITEM	VALUE UNIT	AVAILABILITY	COST: GC	ENCUMBRANCE
axe/2 handed axe	4/7	average/scarce	3/7	45/75
Cleaver	2	scarce	4	25
Dagger	1	plentiful	1	10
flail/2 handed flail	6/10	scarce/rare	7/16	65/125
Halberd	5	scarce	4	160
Javelin	2	common	10/-	30
long knife	2	common	3	20
Mace	3	average	3	45
Net	3	scarce	10/-	30
Sling	1	common	-/10	10
Spear	3	common	15/-	40
sword/2 handed sword	4/8	common/scarce	10/15	60/240
throwing star	2	rare	5	5
plague censer (empty)	25	rare	75	125
weeping blade	30	very rare	250	varies
poison wind globe	30	scarce	150	20
warpfire thrower	150	very rare	750	450
warplock jezzail	50	rare	375	75
warplock pistol	65	very rare	300	35
Shield	8	common	3	50
leather jerkin	4	average	8	40
Mailshirt	15	uncommon	30	65
Breastplate	25	scarce	80	170
Helmet	4	average	1	30
Giant Rat	25	scarce	25	-
Rat Ogre	250	rare	5,000	-

Council of Thirteen Biographies

Lord Kritslik, The Seerlord

The occupant of the First Seat of the Council is the Seerlord Kritslik. Seerlord Kritslik is a consummate politician and manipulator of the other Council Members. There is no question that there he has had more clever predecessors, he is still highly competent and a ruthless adversary. The Seerlord came up through the ranks through Clan politics, and has an incredible degree of knowledge of even the most minor details of Clan intrigue.

Lord Kritslik has four major motivations that direct his policies. The first is devotion to all the principles of the Horned Rat, particularly when politically expedient. Lord Kritslik has an uncanny ability to find any of his actions as ordained by the Horned Rat himself, so great is his knowledge of Horned Rat edicts and so wily his mental faculties. Lord Kritslik paints his opponents as not merely rivals to his positions or policies, but subversives attempting to overthrow the power and the influence of the Horned Rat. As such, Lord Kritslik has imposed strong and direct control over the Council Agents, and has bestowed within them a renewed sense of urgency and the political power to act upon it. Council Agents are more intrusive in Skaven life on such a scale as never before in the past.

Unlike most cowardly Skaven, who consider self-preservation most important, Kritslik's sense of self-preservation comes second. His devotion and fanaticism gives him strength in those tight spots when most Skaven would break. Lord Kritslik's life though is very important to him, and he sees his continued health and success as integral to the future of the Horned Rat and acts knowing that he is fulfilling the Horned Rat's designs.

Lord Kritslik's third goal is to weaken and fragment both his foes and all Skaven Clans. His past experience from dealing with individual Clans gives him an edge. By keeping the factions divided and weak, he sees a stronger place for the only strong and united group, the Grey Seers and the minions of the Council. Lord Kritslik tries to avoid open conflicts, but attempts to seed distrust and suspicion in the minds of all the Warlords. Kritslik's actions are well concealed, and the liberal disbursement of selected information, gossip, and rumors has been enough in many cases to keep rival Skaven Clans from joining together.

Lord Kritslik's final focus is on humanity. Lord Kritslik feels that humanity is Skavendom's greatest foe. In the past Kritslik's predecessors had seen their well-laid plans ruined by the unexpected meddling of adventurers and human authorities, and Lord Kritslik hopes to avoid this legacy. Lord Kritslik seeks to deal with humanity in a very sophisticated fashion, by observing, understanding, and then destroying them. Kritislik himself is famous for leading Clan Scruten towards Middenheim, the first Clan trained to deal with humans on the surface. Kritslik's overarching strategy is not that different from his strategies over Skavendom, by creating friction and fractures in human society and sowing discord. He suspects that a handful of assassinations, forged documents, bribes, and whispered rumors will be enough to start wide spread conflict. It is his opinion that previous Skaven attempts at disease and large Skaven assaults simply united humanity against their foe, the Skaven. Lord Kritslik surmises that when men distrust and war against each other, than they will be too weak to resist when their true foe, the Skaven, rush from their tunnels and to seize the surface world.

Lord Kritslik is fairly thin and tall for a Skaven, albino and has a set of spiraling horns. Lord Kritslik does look a bit haggard and wild, his fur in ratty patches sticking up, and his eyes glaring half mad, but piercing. Very little escapes his constantly twitching eyes, and it may very well be true that no Skaven has as much knowledge about the politics and events in Skavendom. Certainly no one else has the power to act upon that knowledge as does Lord Kritslik. It is claimed that he has more spies in Skavendom than there are Skaven!

Lord Morskittar-Lord Warlock of Clan Skryre

The occupant of the Twelfth Seat of the Council, and its second most powerful member is Lord Morskittar, the Lord Warlock of Clan Skryre. Lord Morskittar is fiendishly clever and inventive, and one of the Council's most promising members. Previous Lord Warlocks have been intelligent and rational, working out long and complex schemes, but Lord Morskittar is prone to flashes of idiosyncratic brilliance. An intuitive thinker, Lord Morskittar reacts incredibly quick and unpredictably, keeping the other Council members off balance.

Lord Morskittar is also one of the most skilled of Clan Skryre's Engineers, and he has become fascinated with human and Dwarven inventions, has pushed the Seerlord and many Council policies into that direction. Lord Morskittar works closely with the Grey Seers, and harbors secret plans bribe a Grey Seer and gain spies within the Cult of the Horned Rat. Lord Morskittar's greatest rival is Arch Plaguelord Nurglitch, and Morskittar would not mind seeing Nurglitch fall victim to any of the hazards of Council membership.

Unbeknownst to all the other Skaven, Lord Morskittar keeps on him a personal invention that he has never been able to duplicate. He discovered and tinkered about with a strange device of unknown origin. The invention is powered by a fist-sized block of Warpstone attached to some sort of eldritch device, one that absorbs all sound vibrations and can replay back a conversation. Lord Morskittar records nearly all conversations he has using this hidden device, and only he is aware of it, none others know of this device. This device could possibly be of Slann origins. He may use this to blackmail scores if not hundreds of Skaven when he feels that it is time for his next major political scheme.

Lord Morskittar is tall gangly albino Skaven, and has a perpetual frenetic air about him. His Clan Skryre robes are often crumpled and stained from the ink and grease from the various inventions that he is inevitably tinkering with.

Greylord Skrisnik, Warlord and Seer of Clan Skrisnik

The occupant of the Second Seat of the Council is Greylord Skrisnik, Warlord of Clan Skrisnik. Greylord Skrisnik is the last of the two remaining Greylords. His small Clan controls all other clans in Estalia, and Greylord Skrisnik rules with unchallenged with an iron fist. Lord Skrisnik has held this chair for the last five hundred year, and is a few thousand years old, and has untold experience to draw upon in Council matters.

Greylord Skrisnik is one of the most feared and cunning on the Circle of Thirteen. Proof of his scheming is his near invisibility in Council politics. When occupying his seat, Lord Skrisnik has been known to remain silent for hours as other members debate and argue. Many simply do not realize that they had been influenced by an invisible trail of manipulation originating from Greylord Skrisnik months before, since Skrisnik's work is completed long before he enters the Council Chambers. Many outside of the Council are not even aware of his existence or no of hazy and unsubstantiated rumors of a senile old Councilmember. Many seeking to sit at the Council and ignorant of the Greylord's power, have sought to do him in; Greylord Skrisnik's chair at the Circle has been constructed of the scores of skulls of would be assassins, his only expression of his power and vanity.

There are three sources of Greylord Skrisnik's power. The most obvious is his age, making him patience and endowing him with centuries of priceless experience. It is also quite clear that Greylord Skrisnik is favored by the Horned Rat and is part of the Horned Rat's machinations. The third factor in Skrisnik's success is that the Greylord has sorcerous knowledge from before the Disaster at Skavenblight. When the disaster struck, Greylord Skrisnik appeared, seizing much of the priceless tomes before they were destroyed or confiscated by the Grey Seers after the disaster, and used these texts to further his daemonic power. It could very well be possible that Greylord Skrisnik is the oldest and most powerful Daemonologist in the Old World.

The Greylord Skrisnik's appearance is not well known. Few outside of the Council would ever recognize the Greylord. Even within the Council he dresses in large cumbersome voluminous robes, with a heavy hood pulled over so that not even his snout is visible. His red eyes can still glare out from the darkness unsettling even the most powerful Council members. He is hunched over and deformed, and walks with a shuffling gait.

Lord Burr, Keeper of the Temple

The occupant of the Eleventh Seat of the Council is Lord Burr, the Keeper of the Temple, and second in command of the Grey Seers. Lord Burr started off as an exceptional minion of the Council of Thirteen, a bodyguard to Lord Kritslik's predecessor, and an accomplished agent of numerous deadly and highly sensitive missions. His rise to his meteoric position really began when the Horned Rat gifted Lord Burr with gray fur and the ability to use magic. Inducted into the Grey Seers, Lord Burr was instantly feared and despised by the other Grey Seers. Numerous assassinations and defamations of his character occurred immediately. Lord Burr, however, had been one of the most capable of Council Agents with years of experience and also had personal and intimate knowledge of the protection and security that a Grey Seer requires. Lord Burr also used some of his former comrades and Council Agents as pawns in his plans. In his first five years Lord Burr survived two score assassination attempts and numerous political attacks. In this storm of violence Lord Burr thrived and two dozen of his opponents, all Grey Seers, either disappeared or died under mysterious circumstances.

After that bloody maelstrom, Lord Burr was simply ignored by the other Grey Seers. This period of solitude was essential in allowing Lord Burr time to progress in his abilities. It shocked Skavenblight when the long forgotten Burr suddenly ascended to the Council in a confusing chain of events that none (except Lord Burr) would have ever predicted. The unexpected violent death of a Lord of Decay, all of his bodyguard, the deaths or disappearances of the other candidates and Lord Burr's lightning actions and approval from the Horned Rat and the council assured him success and ascendance to a Council seat.

Lord Burr is a cunning individual, has great degree of control in the Under-Empire and Skavenblight. Enigmatic and very reluctant politically, it perplexes the other members as to what Lord Burr's motivations or goals are. It is believed that the appointment of Lord Paskrit was engineered by Lord Burr, and the two have been closely allied.

Lord Burr, although the second most powerful Grey Seer, remains aloof of nearly all Grey Seer activities. Lord Burr has and will always be viewed as an outsider by his fellow Grey Seers, since he was simply a minion first and only then later a Grey Seer. This elitism on the part of the Grey Seers simply distances Lord Burr, who considers himself far superior to his fellow Seers. Lord Burr works closely with Kritslik, although the Seerlord does not trust this upstart.

This rivalry from other Grey Seers and lack of acceptance means that Lord Burr feels no desire to act in the interest of the Seers, or work in conjunction with the Grey Seers on the Council. He is not certain if he approves of the role Morskittar and Kritslik play in the council, particularly concerning their schemes involving humans.

Lord Burr is the Keeper of the Temple, and his role is to provide for the security and the upkeep of the Temple of the Horned Rat. He is also second spiritually to Lord Kritslik, but entirely neglects that important, crucial, and powerful role. This neglect of this aspect of his duties has created some furor amongst the Seers, but Lord Kritslik is thankful of this, since he does not have to share that power with Lord Burr. Lord Burr, through his command of the albino Council Guards and other forces in Skavenblight, can exert near total control of all of Skavenblight except for a handful of Clan holdings on the fringes.

Lord Burr is robust and strong, covered in short gray fur that is white at the tips, and he still bears the albino reddish-pink eyes from his service as Council Guard. His face is covered in a number of scars from missions before his ascendance into Seerdom. He is very quiet, having very little to say in political discussions, preferring to keep his opinions and motivations a mystery to the other members.

Lord Sneek, Lord of Decay, Nightlord of Clan Eshin

The occupant of the Third Seat of the Council is Lord Sneek, the Nightlord. Like all of the Nightlords that have been on the council, Lord Sneek is mysterious and enigmatic. His activities on the Council have been very accommodating and he has approved of most of the policies, yet he is lenient without seeming so, putting up a grudging exterior and demanding hard bargains from allies. He says very little, and although his political agenda is partly apparent, much is still unknown about him. Even Lord Sneek's rise to power is concealed by the veil of secrecy that Clan Eshin enshrouds itself within.

Lord Sneek continues the secret plotting set in motion by his predecessors, plotting unrivalled by any except Greylord Skrisnik. All this time his agents have continued their infiltration of all of the other major Clans, and he is also keeping close tabs on the Grey Seers, loaning out forces, and remaining informed on Grey Seer activities. None but Lord Sneek knows what will happen if and when his plan comes to fruition.

Lord Sneek is a quiet individual, light and nimble, and moves with a rare grace not normally seen in the frantic nervous actions of most Skaven. His true appearance is unknown, since he wears strips of black silk all over his body, and a heavy concealing black cloak over that.

Greylord Azarskittar, Warlord of Clan Khesherisk

The occupant of the Tenth Seat of the Council is Lord Azarskittar, the only other living Greylord. Lord Azarskittar is the lord of a diminishing domain. For centuries after the Skaven exodus Greylord Azarskittar ruled over a scattered and under-populated empire in the Southlands and Araby. The environment there was less than favorable to Skaven, and his domain continued to be one of the weakest areas, on the fringe of Skaven society. Further endangering his hold on the lands was Lord Azarskittar himself. For although Lord Azarskittar is a Skaven of unrivalled martial ability, Lord Azarskittar would rarely leave his hold, sleeping for years, and ruling haphazardly. His hold was weak over the other strongholds, although he surrounded himself with a small elite cadre of the most fierce and powerful of Skaven warriors.

Lord Azarskittar was awakened from his complacency of his unchallenged reign by Clan Pestilens, who swept through his holdings deep in the Southlands and wiped out entire Strongholds in mere hours with unseen diseases and foul vaporous airs. The Plague Priests of Clan Pestilens easily defeated the weaker Clans owing allegiance to Lord Azarskittar. Clan Pestilens conquered or subdued most of Azarskittar's strongholds and besieged Lord Azarskittar's remaining holds. All of Skavendom was reeling from the shock of this surprise attack. Before other Skaven could send assistance, however, Lord Azarskittar rose from his slumber to deal with the upstarts challenging his authority. With his elite shock troops, the *Khesherisk*, his own private clan, nearly all his children,

led personally into battle by the enraged Lord Azarskittar, they managed to break the siege on their stronghold and relieve and defend all the remaining strongholds in a series of the bloodiest battles in Skaven history. Casualties on both sides were horrifying, and the atrocities that were committed unspeakable. By the time further Clan Pestilens forces were called up, Lord Azarskittar had received fresh reinforcements and the war came to a stalemate. Although Lord Azarskittar was able to hold off Clan Pestilens, the cost was great and Lord Azarskittar had lost most of his original domain. Having fought to a draw in the area, Clan Pestilens postponed their conquering of the entire Southlands and moved towards Skavenblight. Nurglitch, the Plaguelord, would later kill one of the Lords of Decay, Lord Kerikek, Lord Azarskittar's closest and most valuable ally, and then ascend to the Council despite Lord Azarskittar's bitter resistance, gaining legitimacy and preventing Lord Azarskittar from taking back his domain.

Having lost well over half his domain, as well as his only ally on the Council, Lord Azarskittar has been a strong rival to Clan Pestilens, and later used the failed Red Pox ploy as a pretext to remove Clan Pestilens from the Council, inadvertently starting the second Skaven civil war, in which Azarskittar managed to reclaim only a few of his lost holdings at a terrible cost to both sides. Azarskittar's place on the Council has been weakening for years as others use and manipulate his hatred of Clan Pestilens for their own gain. Many in the Council view Clan Pestilens as far more beneficial ally than Lord Azarskittar, and Lord Azarskittar's future looks very bleak indeed.

One notable success was his cooperation with the Grey Seers for the Crusades by the Arabians against the Old World countries. Unbeknownst to both parties, the whole arrangement was originally conceived by Greylord Skrisnik, who sought to prop up Lord Azarskittar's flagging influence, and attain some occult knowledge from some lost Khemri tomes. None alive are aware of Greylord Skrisnik's role in these crusades.

Azarskittar's long life has been attributed to his diet of the flesh of slaves and captives, particularly humans, and his *Khesherisk Guard* will only eat the same. Another factor or possibly a side effect of his longevity, is his need to hibernate for months on end. While hibernating he simply is not aware of all the scheming and conspiring going on within the Council, although to assume that Azarskittar is ignorant of all that goes on is a mistake, since nothing can be certain in the Under-Empire, and Azarskittar has used his seeming indolence to his advantage on a number of occasions. Lord Azarskittar bears many rewards of the Horned Rat, indicating that he once, and may still have the approval of the Horned Rat.

Although Lord Azarskittar is no longer the political threat he once was, he is probably the most fearsome and dangerous fighter in the Skaven Under-Empire. Lord Azarskittar is incredibly strong and fearless. Large and well-muscled, Lord Azarskittar bears several twisted and long horns, resembling those of a Verminlord. He is almost wholly encased in strange black armor bearing the sign of the Horned Rat. The bloodshed he caused during the war with Clan Pestilens has now become the stuff of myth, and his appearance strikes fear in all but the most powerful of Skaven.

Special Note: Rewards of the Horned Rat: Lord Azarskittar has been blessed by the Horned Rat in a way that none others have before. Firstly, Lord Azarskittar is a *Chaos Lord* (StD: 118). The benefits are as follows:

Chaos Armor: Lord Azarskittar has 3 Armor Points on all locations!

Daemonsword (Verminlord Bound): Two handed (-10 I, +2 S), Dispels *Auras*, +80 to hit, Azarskittar can test on Sword's Will Power (89), any *Wounding* hit kills! Steals Strength Points. (Don't believe it? See Realms of Chaos, Slaves to Darkness page 95).

Azarskittar also suffers from *Hunger* (See Rewards of the Horned Rat)

Horns (+1 Attack: *Gore*, when charging).

Azarskittar also exudes a very powerful Musk of Death, which causes *Fear* in all Skaven.

Lord Paskrit, Warlord-General of All Skavendom

The occupant of the Fourth Seat of the Council is Lord Paskrit. He bears a grand title, but has considerable less power than such a title would seem to indicate. A lackey for the Grey Seers, Lord Paskrit is more ignorant of the various factions than most Council members and is constantly being toyed with unknowingly. Lord Paskrit is not stupid, and is quite intelligent in relation to most Skaven, he is simply outwitted by the other members since he lacks the political experience and is constantly distracted by his other duties.

Lord Paskrit arose to his position on his merits as a general. He had long served Council, and when his leader, the general died in the middle of a disastrous battle, possibly at the hands of Lord Paskrit, he assumed the command of Warlord General. It was during this bleak and losing battle that Lord Paskrit faked a retreat against the Undead foe, and then enclosed and ambushed them, destroying them and one of Nagash's best necromancers. It was this success, as well as his lack of political connections, ability, and experience that allowed his ascent to the Council. All of the other members are quite happy with his appointment, since he is quite manageable. A fine

tactician, his ability to keep order and prove successful in battle without seeming too competent is what has allowed him to remain in the Council.

Lord Paskrit an aging yet fit Skaven, whose life has been extended unnaturally by the Horned Rat. His patchy brown fur cannot hide the toll of decades of warfare, and his body is crossed by numerous visible scars. He has also lost two digits on his left hand as well as his left eye, which he covers with an eyepatch. Lord Paskrit is most conscious of his tail, which has been severed in half, and he feels inadequate about this, and tries to keep his stunted tail out of sight.

Lord Verminkin, Packlord of Clan Moulder

The occupant of the Eleventh Seat of the Council is Lord Verminkin, who is not the most proficient breeder of his Clan, but certainly one of the most politically astute, and one of the most mercenary members on the Council. Constantly playing off all the factions, selling his services to all parties, Lord Verminkin revels in the position that this power gives him. His heavy-handed approach to politics is carefully calculated to conceal his behind the scenes maneuvering. Lord Verminkin is one of the Council's most active and unpredictable members. Under his control, Clan Moulder can only continue its experience further successes and greater prestige.

Lord Verminkin is a heavyset Skaven, larger than most, with shocking red fur that makes other Skaven uneasy. He often seems preoccupied, always toying about with something on his person, but his roving eyes betray his absentminded act.

Special Note: Lord Verminkin exudes a strange musk, one that has a profound effect upon some of the creatures that Clan Moulder raises. All creatures that have been crossbred with rats, as well as rats of any size, are pacified by this musk. Those creatures wishing or instructed to attack Lord Verminkin must make a Leadership Test on their own Leadership and not that of their handler in order to attack Lord Verminkin

Lord Kratch Doomclaw-Clan Warlord of Clan Rictus

The occupant of the Fifth Seat of the Council is Kratch Doomclaw, a competent yet declining member. The successes of Clan Rictus are fading, and Lord Doomclaw is exerting nearly all of his energies just to maintain his Clan's precarious hold on the Council. It may just be that Clan Rictus has held its power for too long, and it is simply Lord Doomclaw's misfortune to represent Clan Rictus during these difficult times. Most of Clan Rictus' loss of power can be directly attributed to the successes of Clans Eshin, Moulder, Pestilens, and Skryre, as well as the growing influence and activism of the Grey Seers. Clan Rictus has also suffered from an increasing pressure from Goblins trying to take back Crookback Mountain, and heavier losses in Warpstone recovery attempts.

Lord Kratch Doomclaw has turned bitter and calculating, using his resources to the potential. The mining, the slaves, and Warpstone meteors are the only things ensuring his place on the Council, and he often resorts to employing them as economic threats or rewards. Lord Doomclaw is secretly fearful that either Arch Plaguelord Nurglitch or Lord Gnawdwell may seek remove him from the Council in the future.

Lord Kratch Doomclaw plays a conservative role in the Council, seeking to delay Council policies to give himself time to determine the implications and motivations behind every measure. Lord Doomclaw also assumes an outspoken and mocking position, seeking to maintain a balance and his own hold on power.

Doomclaw's name comes from the Clan artifact that he wears on his right hand, a strange piecemeal gauntlet that is reputed to discharge magical energy. Lord Doomclaw is very meticulous in his appearance, often dressed in the best of Skaven armor and putting on the most fierce airs of airs.

Special Note: Lord Kratch has a special artifact known as the Doomclaw: The Doomclaw is the product of Clan Skryre and Grey Seer craftsmanship. It is a framework gauntlet with small Warpstone pieces attached to electrodes. When Kratch Doomclaw uses a metal weapon, he can discharge a bolt of Warpstone lightning along the blade. If the attack hits his opponent or the opponent parries with a shield or metallic weapon, they will automatically take damage from this crackling electricity. No damage if the attack is avoided by a Dodge Blow. The victim takes an additional automatic Strength 6 hit! Furthermore, non-magical armor does not reduce the damage. This is in addition to the damage caused by the weapon wielded in the gauntlet. Furthermore, the bolt may stun the opponent, with a base 20% chance and +5% for every point of damage caused. Head strikes add +20%. The Strike to Stun skill does not add any bonuses to this stun, due to the electrical nature of the attack. Creatures immune to electrical attacks, such as Dragon Ogres, do not suffer the damage from the electrical attack.

Arch Plaguelord Nurglitch of Clan Pestilens

The occupant of the Eighth Seat of the Council is Arch Plaguelord Nurglitch. After the failure of the Red Pox and the second Skaven civil war, Clan Pestilens suffered greatly and started to decline in power. However under the rulership of recent competent leaders, such as the Arch Plaguelord, Clan Pestilens has experienced a meteoric rise of power once again. The Plague Priests are imbued with renewed sense of enthusiasm and even the Clanrats are whipped into a fervor that is nearly unheard of.

Arch Plaguelord Nurglitch has proven to be one of the most exceptional and dynamic leaders of the Council. The others envy and fear him, but constantly find themselves grudgingly relying on him to some degree. It is only a matter of time, it seems, before the Arch Plaguelord seizes a more powerful chair, the only question is whose seat? The weakened members fear him, but to deceive and placate these worried opponents, Nurglitch often supports their measures and props up their positions with his own power. His real plot is more threatening than most imagine. He plans on seizing a higher seat, allowing another Plaguelord to take his seat, nominate one of his generals as the next Warlord-General, and destroy one of the lesser seats and give that to another Plaguelord as well. He has been carefully training and educating several to fulfill these roles, but his proteges have been carefully watched and trained so they are less of a threat to the Plaguelord. No Skaven, other than Nurglitch himself, knows the true nature of his plotting. An ambitious plan, only time and chance (and the will of the Horned Rat) can decide whether it will succeed.

Arch Plaguelord is an emaciated and sickly-looking Skaven, with dark matted fur and panicky eyes, but in truth the Plaguelord is quite fit and healthy. He only wears robes befitting his station as the Lord of the Priesthood of Pestilence.

Special Note: If the GM is using some of the Clan Pestilen's Clan Secrets, than the Archlord will have concealed on his person a half a dozen concealed Jokaero Weapons (see Warhammer 40k), taken from a Slann temple, and he may also carry on himself a Conversion Field.

Lord Gnawdwell, Clan Warlord of Clan Mors

The occupant of the Sixth Seat of the Council is Lord Gnawdwell, a cruel, aggressive, and brutal member, angry at his lack of power, unpredictable in his rage and often upsetting the careful plotting of the other members. Maybe it is for this reason that the Horned Rat has allowed him to maintain his seat, adding to the chaos of Council proceedings. Unpredictable, Lord Gnawdwell has been chipping away successfully, albeit erratically, at the power of Lord Kratch Doomclaw, and has proven on a number of occasions to be a surprising threat to coalitions of power.

Lord Gnawdwell has exceptionally thick bones and a huge frame for a Skaven, being almost the same size as an obese Skaven, but every inch is muscle. His dull looking beady eyes seem incapable of anything but the most severe of stares, belying the occasional genius that is betrayed by his seemingly spurious gestures. Lord Gnawdwell is a humorless and vicious individual, fearless, ruthless, and despite his madness, incredibly clever.

Special Note: Lord Gnawdwell has a small hoard of priceless Dwarven Artifacts at his disposal, and many lesser artifacts such as the Amulet of Adamantine that he always secretly wears.

Lord Vittrik

The occupant of the Last Seat of the Council, and its weakest member is the Grey Seer Lord Vittrik. Lord Vittrik has not been the newest to attain a seat, just over two centuries ago, but Lord Vittrik holds this precarious seat. Lord Vittrik has been constantly attacked by his opposite on the Council, Lord Gnawdwell, and he must be constantly on guard for other foes on the Council who recognize his tenuous hold on the Council.

Lord Vittrik leads a faction of Grey Seers that are often critical of Lord Kritslik's policies. Extremely conservative, Lord Vittrik feels the Council often strays from the Horned Rat's desires, and becomes too focused on its own petty rivalries. He further criticizes the Council on its undue attention recently on humanity. Lord Vittrik has an intense fear and a hatred of humans, and would rather ignore them then bring humanity to an awareness of the threat that Skavendom pose to those living on the surface.

The source of Lord Vittrik's fear stems from an incident where he was recovering Warpstone in the Empire and nearly lost his life and the Warpstone when his group was set upon by Templars of the White Wolf. Nearly all of his party was destroyed and he barely accomplished his task. Upon his return, rival Seers attempted to belittle his mission and accused him of incompetence, and ever since he has given into his fear and contempt of humanity.

Lord Vittrik is very scholarly and knowledgeable for a Skaven, and is a patron of Clan Skatchr, with whom he had worked very closely with. In fact Lord Vittrik is a secret hoarder of Warpstone, with a personal reserve that would rival that of a successful Clan. Lord Vittrik has concealed it very well and is plotting to use it effectively as a means of finding support within the council.

Lord Vittrik is quite indistinguishable from the average Grey Seer, an image that he actively promotes, since it is this anonymity that he heavily relies upon.

Clan Pestilens Diseases

The Plague Lords of Clan Pestilens have manufactured many diseases, a blending of magical illnesses, toxins and microbiological life forms found in Old Slann temples, and everyday microbes. These diseases vary in form and effect, and are engineered for specific purposes. Most of these have not been released on an epidemic scale, but have been tested in small areas to determine their effectiveness.

Transmission: The way in which the disease agents are transmitted. Those exposed to a carrier through this means of transmission must make a disease test.

Duration: The normal length that the pathogens remain active.

Incubation: This is the period in which the character is infected and can transmit the disease, but does not show any severe physical illness or symptoms.

Disease Test Modifier: The bonus or penalty to the Toughness test to resist the disease.

Beggar's Blindness

Transmission: Through contact with infected people

Incubation: d3 days

Duration: 3 days

Disease Test: Standard

Beggar's Blindness is known as such due to its rapid spread through slums and other poor sections of human cities, creating new homeless. The disease attacks the nervous system, and after the incubation period the victim suffers a temporary loss of sight. After three days another Toughness test is taken, and if this is failed, than the loss of sight is permanent, otherwise vision returns as normal.

(Clan Pestilens introduces this disease at isolated Dwarven or Goblinoid Outposts to weaken the defenders, and then simply attacks them. This disease has also been used in human cities to cause unrest.)

The Flux

Transmission: Through contact with infected people, rats, or Skaven

Incubation: d4 days

Duration: Four or more days

Disease Test: Modified by –10 to Toughness.

The Flux is amongst the most frightening and obscure of diseases. It causes violent muscle contractions and internal hemorrhaging. On the first day of symptoms, the sufferer has all of their characteristics halved and suffers d6 wounds. Each hour where and violent activity occurs within (fighting, running, laughing) causes a further d3 Wounds. Each day after the first, a Disease test may be made. If this passes, the symptoms pass, and the character begins recovery. They lose no more wounds, but for the next three days their characteristics are still halved. If they fail the roll, they continue to suffer d6 wounds each day due to massive internal bleeding, and their characteristics are halved, and any violent actions cause damage. No normal healing is possible until a Toughness test is passed, or the character received magical assistance (such as a healing spell), or receives effective medical treatment. The disease continues until a Toughness test is passed, or the patient dies.

(This is one of the more effective of Clan Pestilens' diseases. It is only used at critical moments in populated cities, and except for the occasional experiment, has seen little use by Clan Pestilens.)

Gastric Gripe

Transmission: Through tainted water

Incubation: d12 hours

Duration: 3 days

Disease Test: Standard

The Gastric Gripe is more an inconvenience than anything. The disease causes severe bloating and painful cramps, and the sufferer cannot excrete wastes. Eventually a foul gas is emitted. The sufferer is unable to walk, and all other actions are at –20.

(Clan Pestilens developed this one to kill, but unfortunately its virulence was dramatically reduced in the manufacturing process. This disease is still routinely used to maliciously inconvenience enemies.)

Morr's Grin

Transmission: Through contact with infected people, tainted fluids

Incubation: d3 days

Duration: Three days to a week

Disease Test: Standard

This disease has acquired its name from the horrible grimace left upon the dead. This body causes a Disease that stiffens the body and robs its vitality. The body suffers from a sort of rigor mortis, while the disease runs rampant through the body. Every day after the appearance of symptoms, the sufferer must make a Disease test, or lose a point of Toughness. If this test is successful, the victim recovers. If not, the victims Toughness slowly dwindles away until they die or pass the ever-more difficult tests. While the disease runs its course, the character loses all Movement, and Initiative is effectively 10.

Upon recovery, the Movement points and Initiative increase by 1/10 until back to normal, but all Toughness points are lost permanently.

(This disease is a particularly powerful one, and is often used against Dwarves due to the diminishing of Toughness)

Sleeping Sickness

Transmission: Must be ingested

Incubation: 2d3 days

Duration: 3 to 12 days

Disease Test: Standard

The Sleeping Sickness slowly robs the victim of all energy, making them listless and tired. This disease makes all suffers *drowsy*, all characteristics are reduced by 1/10. Everyday of the disease, Will Power is reduced by 5 points. Every four hours the victim must make a Toughness Test to remain active or fall asleep. A Disease Test is allowed every three days to shake off this disease. If a Disease Test is not passed, or there is no magical healing or successful medical care, the victim will die when their Will Power reaches zero. Will Power points are recovered only after the disease has passed, and at a rate of 10 per day.

(This disease is a particularly strategic one used by Clan Pestilens. A well is often poisoned, and shortly later, at the same time, everyone contracts the disease, making the community easy prey to the Skaven.)

Ulric's Curse (Da' Grumps)

Transmission: Through contact with infected people

Incubation: 2d5 days

Duration: 2d10 days

Disease Test: Standard

Ulric's Curse is aptly named, since the communities exposed to this disease break out in endemic violence, with fighting and bloodshed occurring in the streets. This disease affects the brain, resulting in fits of episodic violence. Anyone suffering from this disease becomes *subject to frenzy* whenever exposed to any kind of stress (burnt dinner, crying children, argumentative spouse). This disease continues for 2d10 days.

This disease is known as Da' Grumps amongst goblinoid communities.

(The practical applications of this disease are quite versatile. This disease is never used on any community that the Skaven intend to attack, due to the violence of the response, but rather this is used to sow discord and open rebellion. Particularly effective in Goblinoid holdings, and to a lesser degree in human towns and cities. It is often unleashed upon human communities in retaliation for a Skaven defeat.

Volksburg Plague (or Volkburg Scare)

Transmission: Through contact with infected people

Incubation: d6 hours

Duration: 3 to 6 days

Disease Test: Disease Test at -20

This disease gains its title from the small town where the panic first occurred. Within hours, the town of Volksburg lay abandoned as the townsfolk fled from the epidemic. The damage the disease caused was quite unspectacular however. Upon their return the townsfolk discovered that the nearby mines had been tampered with, and excavations had been made deep within the mine.

This disease, although not damaging, is dramatic in its effects. Within hours, there is violent hacking (-10 to all actions) and vomiting. The victims are covered in festering boils that appear almost instantly upon the bodies (-20 to all Fel and Ld tests), and they suffer a rising fever. It resembles many other plagues, hence the paranoia and fear that this disease causes.

The Wasting (Paralysis, saps strength)
Transmission: Through contact with infected people
Incubation: d6 days
Duration: 2d3 days
Disease Test: Disease Test

This disease attacks one's strength, causing the muscles to tremble and ache. Each day the victim must make a Toughness test, as soon as one is passed, they effects of this disease subside. Those who fail lose a point of Strength, and upon reaching zero Strength they die. Those that lose half or more of their Strength points must make a Toughness test or permanently lose one Strength point. Strength points recover at the rate of one point every three days after the disease has run its course.

Da Lumps (Orc Sickness, causes Dementia, boils burst out, and then internal bleeding)
Transmission: Through tainted water
Incubation: d3 days
Duration: One week
Disease Test: Standard

This disease affects only goblinoids, namely Orcs, all other goblinoids have a +20 bonus to resisting this. This spell causes boils to grow and turns the mind feverish and psychotic. Those suffering from this disease must make a Coolness test each day or suffer from Dementia. After the third day, the victim suffers internal bleeding and loses one wound a day, unrecoverable until the disease passes.

Clan Skryre Inventions

Clan Skryre Engineers have had centuries experience constructing gadgets and weapons of incredible power. The process for fabricating these instruments of destruction is long and arduous. The Skaven Warplock Engineer must first conceive of the idea and the construct a blueprint. The Skaven must then find a workshop, the materials necessary, apprentices, and only then may they finally begin production. If a player wishes to have his Skaven Engineer construct a device, the player must first conceive of the device, selecting its attributes and powers. The attributes of the weapon are the special abilities designed into the weapon, item, ore vehicle that the player wishes the construction to have, these include forms of locomotion, attack, as well whatever other ideas the character wishes the object to have. These attributes are described later and may give some ideas of what possibilities exist. The number and type of attributes selected will determine the device's *complexity*. Then rolls are necessary to determine the success of the construction, and finally the prototype may or may not be completed. The outline for the process is described in greater detail below.

The categories of devices that can be constructed are:

1. Weapons
2. Vehicles
3. Prosthetics

All three categories of items use the same construction process for designing the invention, the process described in full below.

1). Determine Complexity of Device

The complexity of the device is based on the basic complexity of constructing an invention of that type and size, and upon the number and complexity of attributes selected for that invention. The total complexity of the invention is the complexity inherent in the creation of the device, modified by any attributes designed into the device. This number is the Complexity Rating and will be important in determining the necessary time, materials, and difficulty of constructing the apparatus.

2). Determine Blueprint Writing Time and Success

The Skaven Engineer will first design a blueprint for constructing the invention. An Intelligence test is taken to see how successful the blueprint designs are. Modifiers for the test are listed below. Any of these modifiers can be applied, and then the when the roll is made, the Complexity Rating is subtracted from the modified Intelligence. So that the greater the complexity of the device, the less successful the roll will probably be.

The Blueprint roll acts as a normal Intelligence test, with a few minor variations. If the Engineer rolls a critical success, a double on d100 (e.g. 11, 44) that is equal to or lower than the number necessary for success, than the Blueprints are of exceptional quality and add +10 to the Construction roll as long as the Engineer keeps them (if stolen or lost, the benefit is lost, and the Engineer must design a new blueprint as above). If the Engineer rolls a critical failure, in other words a double (e.g. 77 or 00) on a d100 that exceeds the number needed for success, than the blueprints have a fatal flaw in them, and the device will be discovered as unworkable **after** construction.

Having finished drawing up the blueprints the Skaven Engineer may then appraise the merits of their blueprint. A character can make an Intelligence Test after designing the blueprints. If the Intelligence roll is successful, the character will know whether or not the original blue prints are functional. If the character fails the roll, they are uncertain of the blueprint's success. If the Engineer rolled a critical failure on the blueprinting roll, than the Engineer requires a critical success on the proofreading roll to notice the important error.

All of the rolls should be made by the GM. If the character discovers that their blueprints are wrong, they may go back to the drawing board, and after the appropriate amount of time, make another roll as described above.

Time is the (complexity of device) x (complexity of device)=# of hours

Modifiers to blueprint rolls: (Intelligence) – (Complexity Rating) (+/- following modifiers):

Engineer has the skill "Advanced Warpstone Experiments"	+10
Engineer has the skill "Art: Drafting"	+10
Engineer **does not** have "Advanced Warpstone Experiments	-20
Engineer **does not** have Art: Drafting	-20

Additional Skills: -10 for each of the following skills that the Engineer **does not** possess:

Arcane Language Clan Skryre

Carpentry
Chemistry
Craftsmanship: Weapons (if building a weapon)
Engineering
Metallurgy
Secret Signs: Clan Skryre
Smithing
If the Skaven does has all the skills listed above, add +10 to the Skaven's Int test.

Modifier for Complexity

01-05	-10
06-10	-20
11-15	-30
16-20	-40
21-30	-50
31+	-60

-5 additional complexity for every additional 10 points over 31

3) Construction Roll: Determine Success of Prototype

There are a number of factors contributing to the Construction roll. Time and cost of construction are necessary to determine as well.

Cost: The cost of the construction is based on complexity. Every point of complexity is equal to one-fifth of a Warpstone token, so that every five complexity points raises the cost for the construction by one Warpstone Token. This is the cost for every attempt at construction. If the GM determines there are extenuating circumstances, than the GM may raise the cost. Often an Engineer will have to hire numerous guards and offer bribes and gifts to his superiors in Clan Skryre. All or part of the cost may have to be raised by the Engineer themselves, although many Engineers have enough influence to have Clan Skryre provide all the materials. Should an Engineer need such assistance, there should be extensive role-playing and plotting to acquire this aid.

Cost of Construction
Each Point of Complexity = 20% of a Warpstone Token

Duration: The duration time for construction differs from that of the blueprints. The amount of time depends on a scale of complexity. The complexity for simple items, those under complexity of eleven, is one day per complexity rating. The more complex objects, over ten, require one week per complexity point.

Duration time for construction

Complexity	Time
1-10	(Complexity Rating) x days
11+	(Complexity Rating) x weeks

Assistants: The construction of a new device is always very difficult, and almost always requires some assistants. These assistants can range from laborers to artisans to Clan Skryre Engineers. The number of assistants is also dependent upon the device's complexity. See the table below for details.

Number of assistants (for construction)

Complexity	Required # of assistants
1-5	2
6-10	4
11-15	6
16-20	10
21-30	15
30+	24

Construction roll: After determining the time, the cost, and the number of assistants necessary, then the Construction roll can then be made. The construction roll is another modified Intelligence Test. Modify this test by the Complexity Modifier listed below, and can be modified by a critical success on the Blueprinting roll, or any of the modifiers below on the Construction Test Modifiers chart.

If the Construction roll is successful, device was built correctly. A critical success (doubles on d100 under the number necessary) indicates a machine of superior construction. If unsuccessful, the device is not functional or usable. If a fumble (doubles over number needed) occurs during construction, than a disaster happens! If Warpstone was involved in the construction, then a Warpstone explosion occurs, doing a S6 hit to all present during construction, and all take exposure of Warpstone Corruption at a level equal to the complexity of the weapon!

Construction Test Modifiers

Assistance of a Grey Seer	+10
Construction in Clan Skryre Forges in Skavenblight	+20
Penalty for Complexity:	
01-05	-10
06-10	-20
11-15	-30
16-20	-40
21-30	-50
31+	-60

Weapons

The process of designing weapons is similar to construction of other inventions. First, the weapon must be constructed, and the attributes or magical powers added to it during the construction process. The size of the weapon will determine how many attributes the weapon has. By merit of its size and mass, a halberd can bear greater enchantments than a small dagger. Each weapon designed is thus limited by its size and the number of attributes that the weapon can possess.

Each weapon has two complexities that are added together to determine the total complexity. The first is the Basic Complexity, the inherent difficulty in simply constructing something in that form. Added to this Basic Complexity is the Attribute Complexity, the increased difficulty in constructing that weapon due to the incantations, construction, and special technology needed to create special attributes in that weapon. The Total Complexity of the weapon is the cost of its inherent form (Basic Complexity) and its special abilities (Attribute Complexity).

For melee weapons the number of attributes is limited by its complexity. Under no circumstance can a melee weapon's Attribute Complexity be greater than the weapon's Basic Complexity. As such, the total of the weapon's Attributes equal to or less than the Basic Complexity of the weapon or device.

Melee Weapons: Weapon's Basic Complexity >= Weapon's Attribute Complexity

Melee Weapon's Total Complexity = (Basic Complexity + Attribute Complexity)

The rules for Firearms are similar to the melee weapon rules, but there is another factor that contributes to Weapon's Attribute Complexity: Maximum Strength of that weapon. Every firearm has a basic strength based on its size. A Firearm may have its strength increased up to the Maximum Strength limit listed on the chart below for that weapon type. The Basic Complexity of a Weapon is listed on the chart. Every increase in the Effective Weapons Strength counts as an Attribute with an Attribute Complexity of +1. Other Weapon Attributes may be given to firearms as well, and these are listed under Weapon Attributes. The number of Attributes that may be given to a firearm may not have a combined complexity that exceeds the Basic Complexity of that firearm.

Firearm Complexity: Basic Complexity >= Attribute Complexity (including Strength increases)

Firearm Total Complexity = Basic Complexity + combined Attribute Complexity

Weapon Type	**Basic Complexity**	**Attributes**
1 Handed Weapon	2	2
2-Handed Weapon	3	3

Missile Weapon:	3	3

Weapon Type	Basic Complexity	Basic Strength	Maximum Strength
Pistol sized	4	3	5
Rifle sized:	5	4	6
Larger than rifle sized:	7	5	7
Artillery:	12	6	10

Weapons Attributes

Each Clan Skryre inventor uses his skills to craft the most abominable of weapons. Weapons twisted and shaped into dangerous forms, notched, serrated, and forged with the dark warpstone powder are all common inventions developed by Clan Skryre on a routine basis

The total of the complexity of the weapons abilities may not be greater than that of the weapon itself, so therefore no hand weapon may have a total abilities of greater than 2, or if 2-Handed, greater than 3. The Weeping Blades are an exception to the rule due to their ensorcelment and long practiced and efficient production.

Concealed Blade- This weapon blade is concealed within an object, such as a rod, staff, or even a plate armor bracer. The weapon blade then jets out when triggered. If the object is already in contact with an unassuming victim, the first his automatically strikes the surprised victim. For example, a Skaven with a concealed blade in his bracers picks up another Skaven and is shaking it by the collar, and then triggers the concealed blade, the flies out from the bracer and into the throat of the frightened and shaken Skaven. If the GM deems that the device is unwieldy, there may be a –10 penalty to WS and or to parrying. This device adds a complexity of +1. This concealed weapon can not be noticed unless the concealing object is carefully examined. Many Skaven spies who are captured or apprehended often escape through a carefully concealed blade in their armor or equipment.

Envenomed Blade- This weapon bears a hollowed reservoir within their blade, and when the weapon strikes the weapon user can inject the poison up through the blade and into the wound. The blade can hold a small dose of a poison or toxin. When the bearer gets in combat, they can operate the mechanism, and the blade will deliver one dose of that poison for each wounding attack for the next three rounds. All around will notice the venom dripping from the blade. The bearer, if they wish to conceal the nature of the weapon, can attempt to inject the dose upon striking their opponent. Upon hitting in hand to hand, the bearer can then make an I test to operate the injection mechanism and thus squirting the poison out into the surprised opponent. If the bearer fails the I test, the enemy pulled away before the hit could damage, and if they succeed in the I test the enemy is poisoned by one dose.

These weapons are slightly weaker due to the hollowed out portion, and thus are broken by a parry that scores a double, or automatically broken if parried by a sword breaker.

After combat, the reservoir within the weapon can be refilled. This attribute has a complexity of +2.

Exposed Warpstone Blade- Exposed Warpstone Blades are carefully manufactured with the cutting edge imbedded with pieces of warpstone. Any hit with a Warpstone Blade increases the Warpstone Corruption of the victim by +1 for each +1 of warpstone taint. Each +1 of warpstone taint increases Attribute Complexity by +1. These weapons are dangerous. If fumbled, the weapon may hit its owner. Their manufacture makes them delicate, and these weapons can be broken as by a successful parry that scores a double result on both tens and ones, example: 11, 44, etc.

Gas-emitting Weapon (Firearms only)- Skaven weapons designed to emit gas often have strange bulbous canisters attached to the weapon, or some sort of bellows mechanism. The complexity of this weapon varies. Every point of complexity may either allow one shot of this weapon, or allows this weapon to fire a jet of gas 10 yards, so in order for it to fire only one blast 10 yards requires an Attribute Complexity of +2. The possible types of gases are listed on page 80 in the WFRP rulebook under “Typical Traps” in Section 2: The Gamemaster.

Increased Range (Firearms only)- Some Skaven firearms have absurdly long barrels, or strange warpstone telescopic lenses mounted above the barrel. These weapons have enhanced ranges. Each +1 complexity, adds +2 yards to Short range, +8 to Long, and +25 to Extreme Range to the normal ranges for that type of weapon.

Prosthetic Weapon- See Warpstone & Prosthetics.

Razor honed blade- The warpstone is blended into the metal to create a strong and finely honed razor sharp blade. For each +1 bonus to damage, Attribute Complexity increases +1 per +1 bonus to damage.

Repeater Weapon: (Firearms only)- Every additional Repeater chamber adds +1 to Attribute Complexity. This gun fires a multiple number of times per round. The first shot is not modified, but every additional shot fired after the first is at a cumulative –10 penalty, and Marksmanship bonus cannot be used to modify any shots after the first. This gun may be fired as many times as there are barrels. After each barrel has been fired once, it takes two rounds to reload each barrel. Add +10 to all misfire tables due to the dangerous nature of this weapon.

Special Ammunition: (Firearms or Missile Weapons only)- The weapon is designed to fire only one type of special ammunition. No other types can be used in the weapon.

Armor Piercing Rounds: These missiles are tempered to a sharp point designed to puncture any armor. Ignores 2 non-magical Armor Points at the location it hits. If using the rules for Armor Damage, the damage to the armor is considered +2 points higher than the weapon's actual damage. Adds +1 to the Attribute Complexity.

Explosive Missiles, adds +2 to Damage, but Armor Points are doubled during damage resolution due to the premature explosion prior to penetration, making armor very effective against this ammunition. Adds +2 to the Attribute Complexity. All misfire rolls are at +10 due to the dangerous nature of this weapon.

Poisoned Missiles: Each shot delivers a single dose of a selected poison. Adds +2 to the Attribute Complexity of the weapon.

Warpladen Missiles: the damage done by the weapon added to the Warpstone Corruption rating. Adds +1 to the Attribute Complexity of the weapon.

Vermin Blades- Vermin blades are quenched in the most foul of effluvia where the warpstone in the blade absorbs the filth and swells the blade with contagion. A weapon manufactured as a Vermin Blade *causes infected wounds* and has an Attribute Complexity of +2.

Vehicles

Vehicle production varies somewhat from Weapon Construction due to the complexity of the objects. These vehicle's can be armed with weapons, that are either added to the complexity or can be constructed separately.

There are several elements to a vehicle that need to be detailed. First of all is the means of empowering the vehicle. Each vehicle needs some way for the vehicle to be powered. Another element is the means of locomotion, the actual method of moving that is powered by the energy source. As important is the size of the vehicle.

Vehicle Power Source

Pulled: This is the least complex manner of moving a vehicle. It adds +2 to the complexity of the device, and the Movement rate of the vehicle is equal to the M characteristic of the creature pulling x 25%. For each creature pulling it adds an additional 25%, so that 4 draft animals will give 100% of M. The fastest rate of travel is Running, which requires some kind of drive or pilot roll each round to maintain control of the vehicle.

Steam Engine: This technology has been stolen from the Dwarves, although the boilers are substandard and these power sources are unpredictable and prone to constant malfunction. The steam Engine adds +10 to the Complexity. Movement rate is usually 4. Each additional engine adds +10 to complexity and +1 to M. The engine malfunctions on all piloting rolls that are doubles (including rolls under the pilot's skill!)

Treadmill Wheels: These are usually powered by Giant Rats. Each pair of wheels increases the Complexity of the Vehicle by +2 per set. The movement of the vehicle is equal to 2 + d6, rolled each round. Each additional pair of wheels adds an additional +1 to the base Move, up to a base move of 4 + d6. Treadmills break on all rolls that are even doubles (66, 88, 00) over the pilot's driving or piloting skill.

Warp Engine: Although this device is complex, the Skaven are quite experienced with the unpredictable nature of this substance, and make efficient use of this incredibly powerful and compact engine. Complexity is increased by +5. The Warp Engine usually provides a base Move of 5, and a second additional engine adds +5 to complexity and increases the Move by 1. The engine malfunctions and breaks down on all doubles over the pilot's skill.

Locomotion: Attribute Cost [Speed]

Burrowing- This strange device is an item designed to dig through the earth. Whatever the normal speed of the device, its Move is halved when clawing its way through the earth. It adds +15 to the complexity and requires a Warp or Steam Engine to operate functionally. This device also does damage to a building or wall equal to its Move rate (not halved for burrowing!) each round it is in contact.

Flying- (as a Swooper)-This device is incredibly complex, and has +30 to its complexity and requires a Warp Engine to power it. Each additional passenger above the driver adds +5 to the complexity of the device. Furthermore, this device requires its pilot to learn some kind of piloting skill, and any chance of a malfunction will most likely doom the pilot and device to a plummeting return to mother earth.

Flying- (as a Hoverer)-This device is a more clumsy version of the more efficient Swooper version of this device. It adds +20 to the Complexity, with each passenger adding +5 to the complexity. Requires a Warp or Steam Engine, and is just as dangerous during a malfunction as the more advanced version.

Flying- (as a Lander)-This device is an ungainly and poor flying apparatus. It adds +15 to the complexity and requires a Warp or Steam Engine to power it. +8 to the complexity for each passenger designed to fly in it due to its clumsy flight mechanism.

Propeller driven nautical device-The normal complexity is +10, but if the vehicle is designed to be submersible, than its complexity increases to +15 and it requires the attribute "Sealed Environment" described in additional attributes. Can use Treadmills, Steam or Warp Engines to power it, the latter two only if submersible.

Treads- This apparatus has treads that are used to move the vehicle along. Top speed if 4, and if it strikes a prone target, it delivers a S 8 hit. These treads add +10 to complexity, and are often added to burrowing devices (which only adds +5 additional complexity due to the design of a burrowing device).

Treadmill Wheels- If these are used to both power and move the device, then there is no additional complexity penalty, but exposes the treadmill rats to attacks. If treadmills are used as the engine, to power another form of locomotion, then there the locomotion and engine are considered separate.

Wheels- Hooking up the wheels to the power system adds +5 to complexity. If the device is hooked up to a pulled vehicle, there is no penalty to complexity.

Size of Vehicle

One Exposed Skaven Driver or Pilot- Adds +5 to complexity, Toughness: 5 Damage: 10
One Enclosed Skaven Driver or Pilot- Adds +10 to complexity, Toughness: 6 Damage: 15
Two Exposed Skaven- Adds +8 to complexity, Toughness: 6 Damage: 16
Two Enclosed Skaven-Adds +16 to complexity, Toughness 7, Damage 24
Each Additional Skaven- Adds +3 to complexity, +5 to damage

Vehicle Additions

Additional Armor- +2 per Damage Point on vehicle
Armored Hatch- Prevents easy entry into vehicle, Toughness: 6, Damage: 10
Battering Ram- When ramming a building or wall, with an attached ram, the Move rate at contact is doubled to determine the Strength of the attack, and all damage is doubled. The ramming vehicle takes a hit at its move rate, and damage to itself is not doubled. For every point of damage that a ramming vehicle inflicts upon itself from the shock of impact, there is a 5% chance (cumulative) that the ram is unusable.

Explosive Ram- This is a long torpedo like device mounted on front of the vehicle. Upon striking a building or wall, it delivers a S10 hit, double damage, upon the wall or building, and a S5 hit upon the vehicle ramming. Any damage received by the ramming vehicle is doubled as well. Explosive ram is destroyed after ram.

Fireproofed- Vehicle not flammable

Interior Lighting- Requires a Warp Engine or Warp Generator

Oxygen Unit for Skaven- +3 per Pilot passenger

Revolving Turret Mount- Open, moves about 360 degrees. Adds +3 to complexity if the mounted weapon is only a firearm. Complexity +10 if an Artillery Weapon, and can not be mounted upon a vehicle with less than a Toughness less than 7, or on flying vehicles. An Armored Hatch can be included at an additional cost.

Sealed Environment- +5 (immune to gas until hull is damaged), vehicle submersible, does not include Armored Hatch!

Strengthened frame- (+2 Toughness): +5 to Complexity, +10 Complexity for flying devices

Telescopic Sights- +3 complexity. Allows distance sighting and observation, +10 to BS if mounted with a weapon. Can be employed for one weapon or one Skaven pilot.

Modifiers for Artillery Weapons- designed into the weapon: Cost of Weapon

Warpstone and Prosthetics

Arms or Hands

Beweaponed extremities-This turns a prosthetic limb into a weapon. The limb is unusable except as a weapon. The weapon can not be concealed (unless the weapon is *concealed*).

Melee Weapons

Simple: Weapon must be one handed! Basic Complexity is 3, the number of attribute complexity points is limited to 2 (total complexity = up to 5 points)

Interchangeable: Basic Complexity is 5, the number of attribute complexity points is limited to 2 (total complexity=up to 7 points)

Missile Weapons

Simple: Weapon must be pistol sized! Basic Complexity is 6 + Strength of Weapon (Maximum Strength possible: 5). (Can be *Concealed*).

Increased Strength: Basic Complexity if 5. Strength, for that hand only, can be increased by +1 points per Strength at a complexity rating of +2 per point of strength. Maximum strength bonus is +3. Strength bonus is not applicable to normal combat with weapons, unless the Skaven is using his claw in hand to hand, or armwrestling or using that particular limb for specific purpose.

Eyes

Requires the uses of an Enchanted Warpstone Charm. The results are unpredictable and unknowable until the Warpstone charm is implanted and has a week to heal in. It is then that the roll is made for the construction to see the results.

Success by 20 or more: Character has Excellent Vision now with that eye

Success by 11 or more: Character's Night Vision is enhanced by 12 yards

Success by up to ten: Eye works normally

Failure by up to 10 points: Eye does not function, but has no ill effects

Failure by 11 or more: The eye gives the character blurry vision, and a slight disorientation, and all Search tests are at –10.

Failure by 20 or more: The warpstone starts to grow into the recipients brain, and the eye functions too well, creating images and making the character suffer from *hallucinations*. Any time the character rolls a double score on their dice (e.g.: 11, 55. 100) they suffer hallucinations for d6 rounds, and must make a Cool test or suffer –10 to all actions.

Ear

Requires the uses of an Enchanted Warpstone Charm. The results are unpredictable and unknowable until the Warpstone charm is implanted and has a week to heal in. It is then that the roll is made for the construction to see the results.

Success by 20 or more: Skaven has Acute Hearing and can actually hear ringing when within 100 yards of warpstone or warpdust. The Skaven may also hear the dead talking as well!

Success by 11 or more: Character has Acute Hearing (+10 to Hearing tests)

Success by up to ten: Hearing returns to normal

Failure by up to 10 points: Ear does not function, but has no ill effects

Failure by 11 or more: The ear causes a constant ringing, and the Skaven can hear voices. –20 to all Hearing tests.

Failure by 20 or more: The warpstone starts to grow into the recipients brain, and the eye functions too well, creating images and making the character suffer from *hallucinations*. Any time the character rolls a double score on their dice (e.g.: 11, 55. 100) they suffer hallucinations for d6 rounds, and must make a Cool test or suffer –10 to all actions.

Some Final Notes on Construction of Inventions

In theory, this is how the game mechanics for construction works. This is just a framework however. In truth, if you are doing it this way, you are doing it wrong! There are a number of obstacles preventing the cunning Skaven from easily completing his spinning whirling machine of death.

First: Is the Skaven going to have a workshop available to them? If they have been successful with past creations, there will be immediate and hostile reaction from other Engineers who find their own credibility and accomplishment threatened by this up and coming rival. One way for them to prevent a rival from accomplishing their ends is to deny them a workshop. It may seem strange, but the more successful a Skaven is, the more enemies they have, and the less likely they are to be assisted in any manner. Of course those that manage to maintain a coalition of power between a small and powerful coven of engineers can easily throw their weight around, but such coalitions dissolve quickly from internal and external pressures.

The second problem: Will the Skaven have the resources available to them? For the same reasons concerning the scarcity of workshops, many Engineers are not allocated the resources necessary to them. Often rivals will allocate them substandard or useless raw materials to undo an Engineer's work. Many Engineers must discover alternate methods to acquiring the necessary materials, gathering together allies and seizing resources from other Clans, orcholds, Dwarfholds, or attacks upon human settlements. Of course such unauthorized activity can be very dangerous if it comes to the Council's attention, and such activities have been the undoing of many Clan Skryre Engineers.

Once the workshop and materials are available, there is always the problem of apprentices. Most apprentices will probably be spies or saboteurs for rivals or superiors in Clan Skryre, and within days these agents will have copied the secret blueprints and sabotaged the invention. As such, secret kidnappings, interrogations, and assasinations against an Engineer's own apprentices are routine. The problem is this, that the best spies will often plant evidence on the most loyal of apprentices, so that after a purge, all of the loyal apprentices are killed, leaving behind a secret cadre of clever spies!

Once the invention is under construction, all manner of things can still occur. The Engineer may run out of resources. The Engineer may have killed all of his apprentices and now have none to assist him. Furthermore their rivals will most likely still be intervening: sabotaging the invention, killing the Engineer, blowing up his invention, burning down his workshop, flooding his workshop, stealing his project, fabricating evidence of crime and reporting him to the Council or his superiors, or any other treacherous measures.

Essentially this: the more ambitious and extreme (and powerful) the Engineer's project, the more likely it is that the Engineer will never complete it. These rules are not meant to be used to create devices for power-gamers. If that Warplock Engineer really wants his flying machine that showers down Warpbolts, that Skaven had better really work for it! And then once its built, he likely to be murdered, have his blueprints and device stolen, and claimed by as their own by his superiors! Nothing comes easy… do not forget to warn the aspiring Engineer!

Sources for the Book of the Rat

The Enemy Within

Description of the Horned Rat under Proscribed Cult. That description as well as Oliver Rosenkranz's description formed a firm foundation for the Cult of the Horned Rat in this book.

Lichemaster

Provides some examples of Skaven speech as well as detailing a Skaven artifact, the Arca Chaotis.

Restless Dead

Grapes of Wrath adventure has material on Clan Scruten. Same adventure was in White Dwarf 98.

Warhammer Armies (3rd Edition)

Offers a lot of material concerning Skaven armies, much of it fleshed out in the Skaven Armies (4th edition) book that came out later.

Warhammer Armies Book: Skaven (4th Edition)

Warhammer Armies Book: Undead (4th Edition)

Warhammer Armies Book: Lizardmen (5th Edition)

This book provides a wealth of information and probably the best resource. Much of the material in here was inspired or derived from information with that book, and without Nigel Stillman's work and influence the Book of the Rat would be much more different.

The Undead book has a little information on Skaven, but for the most this book is not indispensable.

The Lizardmen book has some valuable information on Clan Pestilens in Lustria, but like the Undead book ownership of this text is not essential.

Warhammer Fantasy Battle (3rd and 4th Editions)

3rd Edition WFB is fairly close to WFRP, having been produced at the same time. The bestiary in both of these editions have some valuable material.

Warhammer Fantasy Role Play

The bestiary in the rulebook provides a fair description of Skaven.

White Dwarf

Issue 93 provides an example of Skaven speech patterns on the inside cover.

Issue 98 contains *The Grapes of Wrath*, also in the Restless dead, detailing Clan Scruten, and an advertisement on page 26 gives Rat Ogre stats and an example of Skaven writing.

Issue 119 has an article written about the Skaven, quite in depth, but the same article in Citadel Journal for Spring 1988.

Contributors

Graeme Davis-Graeme posted a description of Wolf Rats, Rat Ogres, and a few other things (I believe Warpstone charms and the like) to the WFRP discussion list and graciously allowed me to use this material.

Thomas Oesterlie & Marco Bizzaro-Offered suggestions and advice that changed elements of this for the better!

Pasi Pohjanperä-Provided the name chart that I was too ambitious to promise and too lazy to ever deliver upon.

Oliver Rosenkranz-Provided the basis of the Horned Rat description, and has a listing of Skaven spells in the Warhammer Archive that would be of interest to most roleplayers.

Noel Welsh-Offered suggestions and provided the colorful Aging Table.

Discarded Career:

SKAVEN TRADER

Successful Pedlars may escape the tedium of carrying their own goods and risking attack, and having to barter by becoming successful. Instead of carrying their own goods, these resourceful and wealthy Skaven employ Skaven Porters to haul their goods for them. They also employ Skaven guards, and employ coinage instead of relying solely on bartering. They learn to soften the costs of such a nomadic lifestyle, and gain even more independence than Pedlars.

They may still fall foul of the other risks of such a lifestyle, like offending the Clan Chieftain or not paying off nearby Renegades, but in general their life is easier than those of most Skaven.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	-	-	+4	+20	-	-	-	+20	+10	+20	+20

Skills
Blather
Charm
Evaluate
Haggle
Numismatics

Trappings
Crossbow with 20 Quarrels
d6 Porters
d6 Guards: Clanrats or Mercenaries

Social Status: 3

Career Entries
Skaven Pedlar

Career Exits
Advisor

Index

A

Additional Skaven Clans 176
Advisor 42
Age Disability Table....181
Agitator....95
Artificer 83
Artisan, Skaven 45
Artisan's Apprentice, Skaven 46
Assassin Careers
  Garrotter 65
Assassin Careers 63
  Culler 64
  Strangler 63

B

Beast Hunter 71
Black Agent 96
Blackhunger....182
Blood Hunter 29
Blood Rats 149
Breeder 72
Breeding Program Rules....191

C

Character Generation....14
City of Pillars (Karak Eight Peaks) 161
Clan Blackfur....179
Clan Chieftain....26
Clan Eshin 61
  Description 62
  History 62
Clan Eshin Warrior Career Table 62
Clan Gristle....176
Clan Guard 25
Clan Khesherisk....157
Clan Mors 157
Clan Moulder....69
  Description 70
  History 70
Clan Moulder Mutant Experiments 149
Clan Moulder Warrior Career Table 70
Clan Pestilens 75
  Description 76
  Diseases 200
  History 76
Clan Pestilens Warrior Career Table 76
Clan Rictus 157
Clan Rictus Warrior Career Table 158
Clan Scruten 158
Clan Scruten Warrior Career Table 158
Clan Secrets and Mysteries....189
Clan Skatchr 177
Clan Skrisnik 159
Clan Skryre....81
  Description 82
  History 82
  Inventions 203
Clan Skryre Engineer 85
Clan Skryre Warrior Career Table....82
Clan Warlord 27
Clanrat Warrior....24
Council Agent....97
Council Assessor 98
Council Honor Guard 99
Council Inquisitor....100
Council Mediator....102
Council Minion Careers 95
Council of Thirteen
  Council Member Biographies....193
Council Spy 103
Creatures of the Under-Empire....152
Crookback Mountain....161
Cult of the Horned Rat 104

D

Daemon Runt-Daemonic Mount 153
Daemonrat Horde-Daemonic Horde....154
Daemons of the Horned Rat 153
Doomwheel....143
Doomwheel Driver 84

E

Ekrund 161

F

Family, Skaven 9
Fester Spike 162
Forager....43
Foul Peak....162

G

Grey Seer Careers....111
Gutter Runner 66

H

Hack, Skaven....47
Hell Pit....162
History of Skaven 4
Horned Rat 105

I

Insanity 183

J

Jailer, Skaven....48

K

Karak Azgal....162
Karak Drazh....163
Karak Ungor....163
Karak Varn....163

L

Lairs, Skaven....10
Locations in the Skaven Under-Empire....160

M

Marienburg....163
Measures of Warpdust....137
Mercenary....30
Mercenary Leader....31
Messenger....32
Middenheim....163
Mine Overseer, Skaven....50
Miner, Skaven....49
Mount Lhasa....164
Mount Silverspear....164
Mutation Table....183

N

Night Creepers....33
Night Runner....67
Nuln....164

O

Optional Rules....175
Overconsumption....110
Overconsumption Test Table....110

P

PACK MASTER....73
Pedlar, Skaven....51
Plague Censer of Clan Pestilens....147
Plague Censor Bearer....77
Plague Lord....78
Plague Monk....79
Plague Priest....80
Poison Wind Globadier....86
Poison Wind Globes....144
Porter, Skaven....52
Putrid Sump....164

Q

Queekish....11

R

Rat Herder....34
Rat Ogres....149
Ratfiend-Lesser Daemon....153
Renegade....35
Renegade Chieftain....36
Rewards of the Horned Rat....184

S

Scavenger....44
Scribe, Skaven....53
Seer, Skaven....54
Sibling Chart....188
Skalm....138
Skaven
  Females....10
Skaven Background Chart....188
Skaven Campaigns....167
Skaven Career Charts....19
Skaven Career Chart-Skaven Non-Warrior Career Table....19
Skaven Career Chart-Skaven Warrior Career Table19
Skaven Career Table: Standard Skaven Clan....19
Skaven Clans....8
Skaven Culture....8
Skaven Guide....37
Skaven Scout....38
Skaven Social Status....20
Skaven Society....12
  Economics....10
  Law....11
  Politics....11
  Warfare....140
Skaven Spellcasting....108
Skaven Spells....108, 118
Skaven Weapon Table....143
Skavenblight....164
Skavenbrew....138
  Skavenbrew Effect Table....139
Skavenslaves....56
Skills, Skaven....20
Slave Master, Skaven....55
Sneak, Skaven....57
Spy-Clan Eshin....68
Squealer, Skaven....58
Stormvermin....39

T

The Black Chasm....161
The Council of Thirteen....92
Tobaro....166
Torturer, Skaven....59
Trainer....74

U

Unarmed Skaven....142

V

Vermin Trolls 150
Verminlord-Greater Daemon.....154
Verminwyrd-Daemonic Familiar.....154

W

Warden 40
Warlord Clans of the Under-Empire 156
Warlord Hierarchy.....8
Warpdust Concentrate 138
Warpdust Potion 138
Warpfire Thrower.....87, 145
Warpfire Thrower Misfire Table 145
Warplock Engineers Of Clan Skryre 89
Warplock Firearms Chart 146
Warplock Jezzail 146
Warplock Jezzail Sharpshooter 88
Warplock Weapon Misfire Chart 146
Warpstone.....135
Warpstone and Warpdust Products and Creations 137
Warpstone Charms 138
Warpstone Consumption 109
Warpstone Corruption Table 137
Warpstone Crafter 60
Warpstone in Spell Casting 108
Warpstone Poison Capsule 139
Warpstone Talismans 110
Warpstone Token Value Chart 139
Warpstone Tokens.....139
Warpstone Tolerance.....109
Warpstone Weapons.....143
Weapons, Skaven 142
Weeping Blades of Clan Eshin.....147
Wolf Rats.....150